MAPS OF MIDDLE-EARTH™

CITIES AND STRONGHOLDS

Isengard
Fortress of Saruman
Feet 500 1000 1500
Édoras
chief city of Rohan
Scale
Feet 200 400 600
Hélm's Déep
Fortress of Rohan
Scale
Feet 50 100
Minâs Tirith
chief city of Gondor
Feet 200 400 600
harbor at
Umbar
Scale
Feet 1000 2000 3000

THE LORD OF THE RINGS
ROLEPLAYING GAME

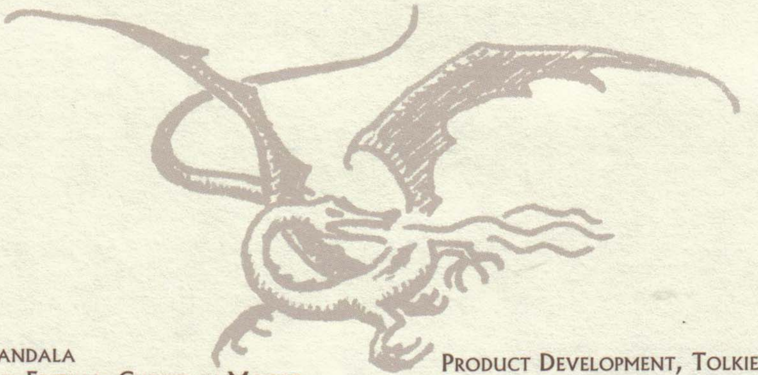
NEW LINE CINEMA

DANIEL REEVE, ARTIST

When *The Lord of the Rings* movie project began, Daniel was a part-time artist, regularly exhibiting and selling his paintings throughout New Zealand. Daniel's work appears in private collections in the United Kingdom and South Africa, and in New Zealand at Parliament and the offices of the Waitangi Tribunal. His art career was slowly evolving while he worked full time as a computer programmer.

As an avid fan of J.R.R. Tolkien, Daniel has also practiced calligraphy, Elvish lettering, and map-making for many years. When Peter Jackson decided to make *The Lord of the Rings* films in Wellington, the fortunate alignment of all these factors was too great to ignore. Daniel became the official *The Lord of the Rings* movie calligrapher and cartographer, preparing all of the maps, books, scrolls, and inscriptions for the films.

His long-time dream a reality, Daniel finally quit his job as a computer programmer and began working full time as a freelance artist. From the Middle-earth map seen on all of the merchandising for *The Fellowship of the Ring* to the first stunning *Maps of Middle-earth* set produced by Decipher, Daniel's work continues to capture the essence of J.R.R. Tolkien's world and its characters, generating praise and admiration from fans all over the globe. He continues to work on new set pieces and cartography for the second and third films, and remains profoundly grateful for the opportunities these films have afforded him. In the words of Bilbo Baggins, 'The road goes ever on and on...'



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First Printing — 2003 Printed in U.S.A.

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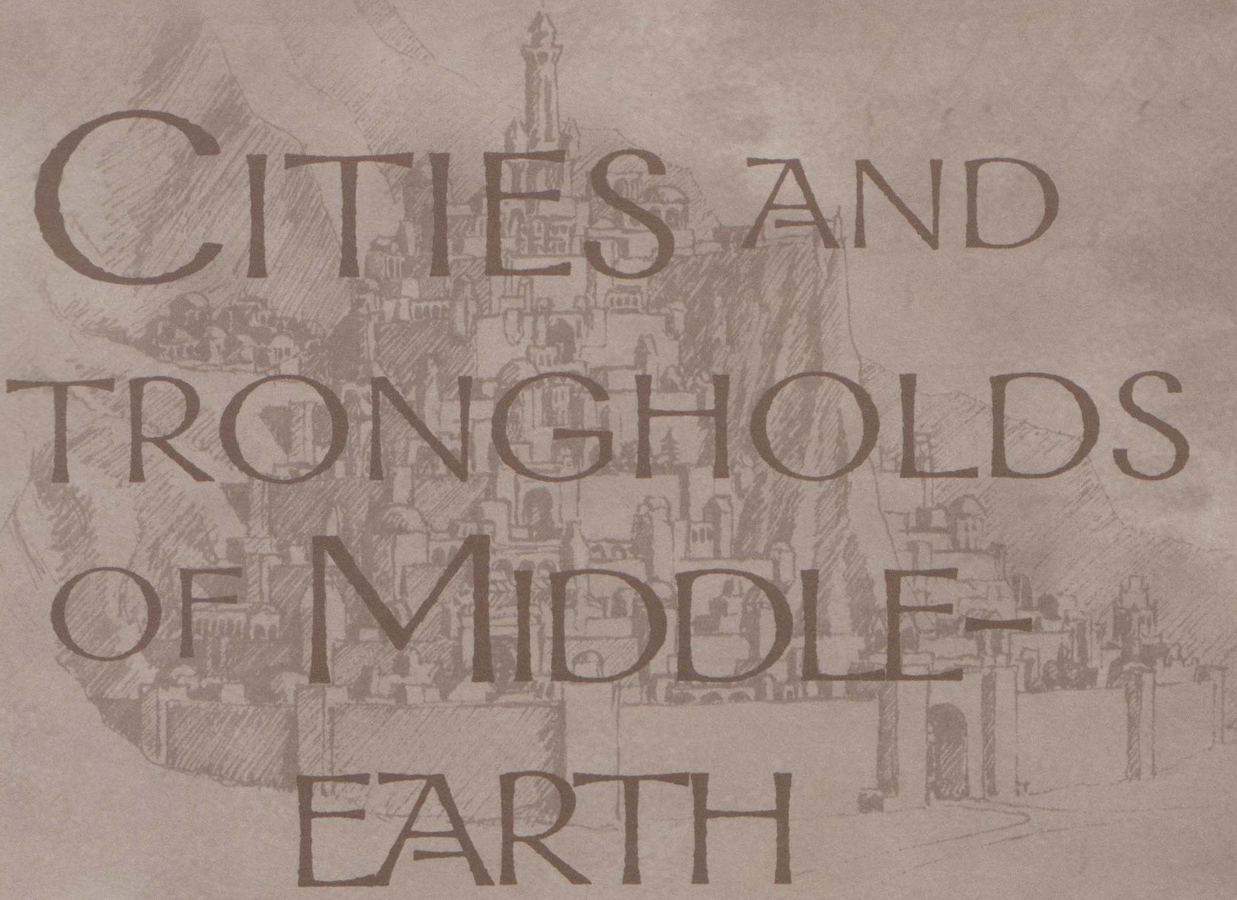
CITIES AND STRONGHOLDS OF MIDDLE-EARTH



'His house was perfect, whether you liked food, or sleep, or work, or story-telling. . . Evil things did not come into that valley.'
—The Hobbit

Centres of civilisation and places of refuge play an important role in Middle-earth and in the story of *The Lord of the Rings*. From the quiet and remote solitude of Rivendell to the embattled ramparts of Minas Tirith, places help to define and shape some of the most significant events during the time of the War of the Ring. Imbued with ancient strength and beauty, the cities and strongholds of Middle-earth give us a glimpse of the sweeping vision of Tolkien's creation. This book provides an overview of some of the most important such places. It outlines the history and geography of these sites, and provides some detailed information on their cultural and military significance. Since the people associated with these places are often what make the locations important, major personalities are also included, with their histories and current positions at the time of the War of the Ring.

* * *

RIVENDELL

Rivendell is known by many names to many people. It is the First Homely House and the Last Homely House. Some call it simply the House of Elrond, while others use its Elvish name, Imladris. The refuge is hidden in a deep valley on the western slopes of the Misty Mountains, adjacent to the northeastern portion of the ancient kingdom of Rhudaur. The path into Rivendell is a secret one, but is marked with small white stones for the friends of Elrond. The path winds down into the vale, and to a narrow stone bridge that leads over the headwaters of the Bruinen. The House itself is really a collection of build-

ings, winding paths, terraces, and towers. Streams meander through many gardens, and then plunge in waterfalls to the valley floor below. Bells situated around the grounds mark the time of the day. Inside the main house is a Great Hall, a centre for feasting and hosting visitors, where Elrond sits in his seat at the high table beside his friends and allies. Rivendell contains much lore of things past, and is a place of song and great learning. In the Hall of Fire visitors may hear poets and minstrels tell the stories of ages past. Imladris, however, is not without strong defences. Elrond Half-elven has kept this refuge safe from evil for millennia.

HISTORY

In the year 1697 of the Second Age, Rivendell was founded by Elrond and the refugees of the sack of Eregion. When Celebrimbor, the lord of the Smiths of Eregion, realized the part that Sauron had played in the creation of the rings, and after Sauron had revealed himself after first donning the One, he sent the three Elven Rings into hiding. Infuriated that the smith would not surrender the Rings to him, Sauron assaulted Eregion with a mighty army. Gil-galad, Last King of the Noldor, sent from Lindon help for the smiths in the person of Elrond Half-elven, who led a small army there. The Elves of Eregion were utterly defeated though, and Celebrimbor himself was slain. Of the Rings of Power, Sauron captured the Nine and the Seven, but could not discover the Three. Elrond then led the remnant of these people north from Eregion and founded Rivendell as a haven from Sauron.

Elrond kept Rivendell hidden from the Dark Lord until Sauron was driven out of Eregion four years later. These events occurred nearly five thousand years before the time of the War of the Ring, and Rivendell remained safe during those many long centuries. After the war, Imladris remained a haven, and after the departure of Elrond, his sons are said to have stayed behind in Middle-earth for a time. Eventually Celeborn came to be the Lord of Rivendell in the early Fourth Age, and thus the history of Imladris gradually fades from memory.

GEOGRAPHY

Rivendell rests in a wide land the color of heath and crumbling rock at the edge of the Wild. It is in the southeastern portion of an area known as the Trollshaws—the beginnings of the foothills of the Misty Mountains. To the south lies Eregion, ancient home of the Elven-smiths, and the mountains rise to the east. Surrounding the haven are many treacherous bogs. Twelve days' travel on foot to the west by way of an ancient road lie the ruins of Amon Sûl—Weathertop. The valley itself is steep-sided and contains many streams, which fall over terraces to the river below. The upper reaches of the vale are forested with pine and fir, while the lower valley contains many stands of beech and oak. It is a lonely and remote place, well suited for use as a haven.

CULTURE

The founders of Rivendell were refugees from the sack of Eregion, themselves the remnant of the once-proud Noldor of Beleriand. They have a deep history of great grief and guilt, but also one of triumph and accomplishment. They made war alone, for a time, against Morgoth, the Great Enemy, who was Sauron's master. They are now dedicated to the preservation of the knowledge of the Firstborn, the Elves, and they maintain Rivendell as a place of healing and rest.

The Elves of Rivendell do not often meddle in the affairs of the outside world directly. Indeed, only a few of the inhabitants often venture forth—Elladan and Elrohir, the twin sons of Elrond, and Glorfindel ride sometimes with the Rangers of the North hunting Orcs and other creatures of evil. It has been many millennia since the Noldor returned to Middle-earth from the Undying Lands, and they have grown weary. Over the course of the Third Age, many have already departed into the West, and after the War of the Ring, many more take the journey. During the Fourth Age, few Noldor remain in Middle-earth.

MILITARY

Rivendell does not have a standing army. Instead, it is defended by a few very powerful and gifted warriors and rangers who patrol the region surrounding the valley. The main defence, though, comes from the secret and hidden nature of Rivendell. It is very unlikely that any enemy will locate Rivendell, as Sauron himself searched for it for four long years while he occupied Eregion, and could not find it. The path to Rivendell is treacherous even for small groups of travelers, passing through a broken land rife with bogs and marked only with small white stones known to the friends of Rivendell alone.

Another great strength of Rivendell is the Bruinen River. The Ford of Bruinen, which affords the best approach to the haven, is under the command of Elrond, who is able to flood the river as he did when the Nazgûl attempted to cross. Great lore and power reside in Rivendell, and both come to the valley's defence in times of need. The valley is also home to many great artefacts, including the Heirlooms of the Kings of Arnor and weapons borne out of the wrack of Beleriand. Though Rivendell does not have a standing army, its capacity for defence is great, and only the focused might of Sauron could hope to break it.

PERSONALITIES

The following sections describe influential personalities living in Rivendell.

ELROND HALF-ELVEN

Elrond is the son of Eärendil the Mariner and of Elwing. He was born in the First Age during the great wars with Morgoth. His brother was Elros, the first King of Númenor and distant ancestor of Aragorn. His wife was Celebrían, by whom he had three children: the twins Elladan and Elrohir, and Arwen Undómiel. During the War of the Last Alliance, Elrond was the standard-bearer of the High King Gil-galad, and he was there when Sauron was overthrown. During the time of the War of the Ring, he is the bearer of the Elven ring Vilya and serves as a leading member of the White Council. Elrond is the founder and protector of Rivendell.

CELEBRÍAN

Her name means 'Silver Queen,' and she was the daughter of Celeborn and Galadriel. She married Elrond in the year 130 of the Third Age. After bearing him three children, she desired to visit her home in Lórien. On the journey she was attacked, captured, and tortured by the Orcs of the Misty Mountains. Though her sons rescued her and avenged her, she soon wearied of Middle-earth. She took ship from the Grey Havens soon after her rescue, in the year 2510 of the Third Age.

ELLADAN AND ELROHIR

Twin brothers and sons of Elrond and Celebrían, Elladan and Elrohir were born shortly after their parents married in the year 130 of the Third Age. The experience of their mother left the brothers with an undying hatred of Orcs, and they fought often with the Rangers of the North against the evil creatures.

They became great warriors and rangers during this time, careworn and battle-tested. During the War of the Ring, they followed Aragorn through the Paths of the Dead to fight at Pelargir and Pelennor. After Elrond departed Middle-earth at the dawning of the Fourth Age, the brothers remained behind for a time at Rivendell. It is not known if they chose a mortal or immortal life, or for how long they remained in Middle-earth after the War.

ARWEN

Arwen was born in the year 241 of the Third Age, and died in the year 121 of the Fourth Age, shortly after her husband Aragorn. Her name means 'Noble Maiden,' and she is also known as Undómiel—the Evenstar. She forsook her immortality to wed Aragorn, the King Elessar. She bore her husband one son, Eldarion, and a number of daughters.

ARAGORN

Aragorn was born on March 1 in the year 2931 of the Third Age. He is the son of Arathorn II, chieftain of the Rangers, and of Gilraen. He is known by many names: Strider, Elessar, Estel ('Hope'), Thorongil, Wingfoot, and Telcontar (the name of the House he founded). He was raised in Rivendell after his father was slain by Orcs, and was fostered by Elrond.

After coming of age, he embarked on many great journeys to the South and East, learning all that he could and fighting the forces of Sauron. After the War of the Ring, he assumed the High Kingship of the Reunited Kingdoms (Gondor and Arnor) in the year 3019 of the Third Age. He died in the Fourth Age, 120, and passed the rule of his kingdom peacefully to his son Eldarion.

Erestor

Erestor is the chief counsellor of Elrond at the time of the War of the Ring. Not much is known of him before or after the War, but it is assumed that he joined Elrond in his departure for the Undying Lands.

Glorfindel

> *'. . . Glorfindel, looking into the gathering dark, said: "Do not pursue him! He will not return to this land. Far off yet is his doom, and not by the hand of man will he fall."'*
>
> *—Glorfindel, The Return of the King*

Glorfindel fought against the Witch-king in the mid Third Age at the Battle of Fornost in defence of Arthedain. He led a contingent of warriors from Rivendell and joined the Gondorian king, Eärnur, in the attack on the invading army. After the Witch-king was defeated, Eärnur wished to pursue him, but Glorfindel spoke a prophecy of the Witch-king's downfall.

Many years later, it was Glorfindel who helped Frodo escape the onslaught of the Nazgûl at the Ford of Bruinen. Glorfindel is a great Elven-lord, and has stood high in the counsels of the leaders of the Free Peoples for more than an Age.

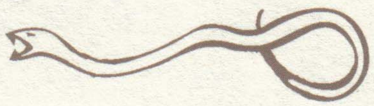
Gildor Inglorion

Gildor is an Elf of the Wandering Companies who often visits Rivendell. He is of the House of Finrod, and after the Quest of Erebor he would often meet with Bilbo in the woods of the Shire.

Isengard

> *'Beneath the mountain's arm within the Wizard's Vale through years uncounted had stood that ancient place that Men called Isengard. . . and Saruman had dwelt there long and had not been idle.'*
>
> *—The Two Towers*

Isengard, the Iron Fortress, is one of the greatest fortifications in Middle-earth. It was built by Elendil and his sons in order to guard the passage of the Gap of Rohan, and its tower has never been broken. The approach to Isengard is through the Nan Curunír—the Wizard's Vale—at the southern end of the Misty Mountains. Through this rocky valley runs the road to Isengard, which passes through the outer ring wall of the fortress through an arched gate tunneled through the stone cliffs that flank it. The Ring of Isengard is a mile across, and shaped like a shallow bowl. At its centre is a massive black tower, its faceted stone sides thrust upward into four great natural horns. The tower dominates the plain of Isengard, and it is called Orthanc. Hewn from living rock, it stabs forlornly at the sky. Many roads radiate from Orthanc across the plain to the natural ring wall that encircles the fortress. These roads lead to storehouses and residences built into the inside of the ring wall, and they are lined with columns of iron, marble, and copper. The columns are joined in many places by heavy chains. The River Isen runs directly through the circle of Isengard before exiting into the Nan Curunír, and thence to the Gap of Rohan.



History

When the Faithful of Númenor landed in Middle-earth after the cataclysmic destruction of their island home, they founded two great kingdoms. To the north was Arnor, and to the south, Gondor. Gondor was heavily fortified because of its proximity to Mordor, and because of the many enemies the Númenóreans had gained in the South. One of the greatest of the fortifications built by Elendil and his sons was Isengard. It was constructed in the Second Age, sometime around the year 3320, to defend the western approach to Gondor—the Gap of Rohan. Even after the Gondorians had given Calenardhon (Rohan) to the Rohirrim as their new home, they kept Isengard garrisoned against the threat of the Dunlendings and Wild Men to the west.

Over the years, as eastern wars sapped the strength of Gondor, the garrison was lessened, until in the year 2710 of the Third Age the fortress was taken by the Dunlendings. It was retaken in 2759, and then given into the keeping of Saruman by the Steward Beren. By 2851, Saruman's corruption had begun—it was complete by 3018 when Gandalf was captured and held prisoner atop Orthanc. Saruman took the title, "the Many-Colored," and raised a massive army of Uruk-hai to assail Rohan. His army, however, was defeated at Helm's Deep the following year, while Isengard was effectively destroyed by the Ents of Fangorn (though Orthanc stood nearly unscathed). Saruman escaped to make mischief in the Shire, leaving Orthanc unoccupied until King Elessar placed a garrison there some time after the War of the Ring.

GEOGRAPHY

Isengard is situated at the northern end of Nan Curunír, at the extreme southern end of the Misty Mountains. The last great mountain of that chain is Methedras, which overshadows Isengard itself. The Isen River begins here, and flows south through the valley. Inside the valley is an odd bowl-shaped depression, the edges of which rise above the surrounding valley in great cliffs—this is the Ring of Isengard. The Wizard's Vale is flanked on the east and west by out-thrust ramparts of Methedras. To the south lies the Gap of Rohan. Westward lies Dunland, and to the east is the great forest of Fangorn.

Until the mechanisation of Isengard began around Third Age 3010, the northern slopes of the valley were heavily forested. The forests were cut and the Isen dammed by Saruman to feed the voracious appetite of his machines of war. At the time of the War of the Ring, Isengard itself is a dead place, and much of the Nan Curunír has been denuded and laid waste. Saruman has remade the valley into a miniature image of the wastes of Gorgoroth in Mordor.

CULTURE

Isengard was originally a redoubt of the Gondorians, though its culture has always been almost exclusively military in nature. For a time the Dunlendings dwelt here, but their occupancy was short-lived and violent. After Saruman received the keys of Orthanc, the valley was fairly deserted until he populated it once again with Dunlendings, and eventually with Orcs and Uruk-hai. The culture of Isengard has always been of a military nature, and at the time of the War of the Ring it is entirely centered on war and the preparations for war. Those who are not preparing to fight are creating the materiel needed to make war, and strengthening the defences of the fortress itself. Over all lies the brooding power of Orthanc and the White Hand, watching and waiting for the time when it can make its bid for power.

MILITARY

After its completion, the Gondorians kept a sizeable garrison at Isengard. Over time, this garrison was depleted as the wars in the east intensified and threatened Gondor more and more. To the west there was little threat, and little reason to maintain a military presence—especially after the creation of Rohan. Eventually the garrison was so small that an uprising of Dunlendings was able to seize the fortress, though they were unable to hold it for more than a few years.

The Dunlendings never captured Orthanc itself, but occupied the fortress surrounding the tower, and the valley surrounding the fortress. Using Isengard as a base, the Dunlendings conquered the entire Westfold of Rohan, but were eventually defeated by the Rohirrim under the command of Helm Hammerhand. After Saruman was given the keys to Orthanc, Isengard ceased to have a military presence outside of basic fortress guards. Once he had decided to destroy Rohan, however, Saruman was able quickly to build a vast army, turning Isengard into a mechanised wasteland in the process.

THE URUK-HAI

The vast majority of Saruman's army is made up of Uruk-hai. These warriors are heavily armoured foot soldiers, utilizing pieces of plate armour and heavy chain. Their weapons are crude but effective, given the martial prowess of those who wield them. Uruk-hai are bred for battle, and because of their great strength and high level of training nearly all of these soldiers double as both infantry and archers, carrying bow and sword and using both weapons to great effect. Though the weapons and armour of these fierce fighters are not of the best quality, they are of a much higher quality than those of a typical Orc.

THE DUNLENDINGS

Saruman also employs Dunlending warriors in his army. The Dunlendings are traditional enemies of the Rohirrim, and there is normally raiding between the two cultures going on even in times of relative peace. With his honeyed tongue and promises of vengeance and spoils, Saruman has done what very few Dunlending chieftains have ever been able to do—he has united the tribes and mobilised them for war. The weapons of these tribal people are primitive, but their warriors are fierce in battle. They wear little if any armour, but paint themselves fearsomely and do not think twice about charging into an armoured foe, heedless of their own safety.

THE WARG-RIDERS

The composition of Saruman's army is almost entirely infantry. The only cavalry he employs are the Warg-riders. These lightly armoured Orcs ride upon Wargs—fearsome wolf-like beasts. The fear they engender in the enemy is not to be underestimated, though, and many foes have broken merely at the sight of the Warg-riders' charge, for with them the mount is as dangerous a foe as the warrior.

PERSONALITIES

The following sections describe influential personalities living in Isengard.

SARUMAN "THE WISE"

Saruman was the leader of the group of Maiar who have come to Middle-earth in the guise of Wizards to help the Free Peoples in their fight against Sauron. Saruman was known by many names. He came from the Uttermost West, and was known as Curunír, Sharkú to his Uruk-hai, and Sharkey when he blighted the Shire. Saruman spent many years in the East after his initial arrival in Middle-earth, but returned to the West by 2463 of the Third Age in time to be made the leader of the newly founded Council of the Wise. He began to study the Rings of Power and other similar devices. In 2941, he helped the White Council drive Sauron out of Dol Guldur in southern Mirkwood, though he had delayed this action for 90 years in hopes that the One Ring would surface while the Dark Lord was there. He eventually became completely corrupted through his use of the *palantír* of Orthanc, and began to build his army in earnest. He revealed himself in 3018, and was subsequently defeated in 3019 by the Rohirrim and the Ents of Fangorn. He escaped his imprisonment in Orthanc, and went to the Shire where he wreaked what havoc he could before being confronted by the Hobbits returning from the War. In the ensuing confrontation, he was slain by his servant Gríma, and his spirit was refused entry back into the Undying Lands.

GRÍMA WORMTONGUE

Gríma was the son of Gálmód, and was the counsellor of Théoden, King of Rohan. He was also the spy of Saruman. He had been bought by the Wizard with promises of ruling a conquered Rohan, and the promise that he would be given Éowyn to be his by force, if need be. By the year 3014 of the Third Age, Gríma had caused Théoden to become ill enough that he could be controlled. Then, through the king, Gríma enacted policies that weakened Rohan enormously and prepared the way for Saruman's invasion. In 3019, he was driven from Edoras by Gandalf and a newly awakened Théoden. Gríma promptly returned to his true master in Isengard, and was subsequently trapped with Saruman in Orthanc. After the two escaped to the Shire and Gríma stabbed Saruman in the back, the traitor was instantly shot to death by the arrows of his Hobbit captors on 3 November, 3019.

UGLÚK THE URUK

Uglúk was the leader of the band of Uruk-hai that Saruman sent in search of the Fellowship, and to capture the Hobbits. Because of the importance of this mission to Saruman, it is obvious that Uglúk was held in high regard as a commander. After the fight at Parth Galen, he led the Uruk-hai with their captives (Merry and Pippin) across Rohan. The Uruk-hai were chased by Aragorn, Gimli, and Legolas until Uglúk and his band were defeated and slain by Éomer's patrol near the eaves of Fangorn on 29 February, 3019.

EDORAS

"Within there rise the roofs of houses; and in the midst, set upon a green terrace, there stands aloft a great hall of Men. And it seems to my eyes that it is thatched with gold."[2]

—Legolas, The Two Towers

Edoras is the capital of Rohan, which is sometimes called the Mark, and is the seat of its kings. It is situated on a fortified hill resting amidst the plains of central Rohan, at the mouth of the steep valley of Harrowdale. The road leading up to the town is flanked by the barrows of previous kings. Nine mounds lie on the right and hold the remains of the First Line of Kings—the line of Eorl the Young. Seven mounds rest to the left, and hold the remains of the Second Line—the line of Fréalaf. All of the mounds are covered with a small white flower called *simbelmynë*.

The road then passes through a gate flanked by the sculptures of horses. The town itself is comprised of wooden, thatched houses lining uneven streets that follow the contours of the hill. The entirety is surrounded by a wooden palisade atop a great stone wall. At the top of the hill stands Meduseld, the Golden Hall, where the king has his court (Edoras translates as "The Courts"). Meduseld can be seen many miles away on the plains, its golden roof glinting in the sunlight. The stairs of Meduseld are flanked by two stone seats, where two guards are always on duty—these are the Doorwardens of the King. A nearby spring emerges from a rock carved into the likeness of a horse's head and flows down to the river that passes by the town—the Snowbourn.

HISTORY

Edoras was founded by Eorl the Young, or possibly by his son Brego, sometime between the years 2510 and 2570 of the Third Age. It is certain that Brego built the Golden Hall of Meduseld. Rohan itself was founded around this same time by Eorl after he led his people, the Éothéod, south to the aid of Gondor in its war with the Balchoth, an Easterling people who invaded Gondor in 2510. The Steward of Gondor, Círion, called upon the Éothéod to assist in his realm's defence, but had little hope that the fiercely independent people would respond. He was thankfully proven wrong.

The Easterlings crossed the Anduin at the Field of Celebrant, where they were met by the Gondorian army. The Gondorians were losing the battle when Eorl the Young arrived with his warriors and helped to defeat the Balchoth. In gratitude, Círion granted the land of Calenardhon in northern Gondor to Eorl's people if they wished to settle there. Eorl led the Éothéod south and settled in Calenardhon, which thereafter became known as Rohan. Through the years, the Rohirrim (as the Éothéod were now known) answered the call of their allies and helped Gondor defend itself from many enemies and invasions. The relationship between the two peoples is as strong as any in Middle-earth.

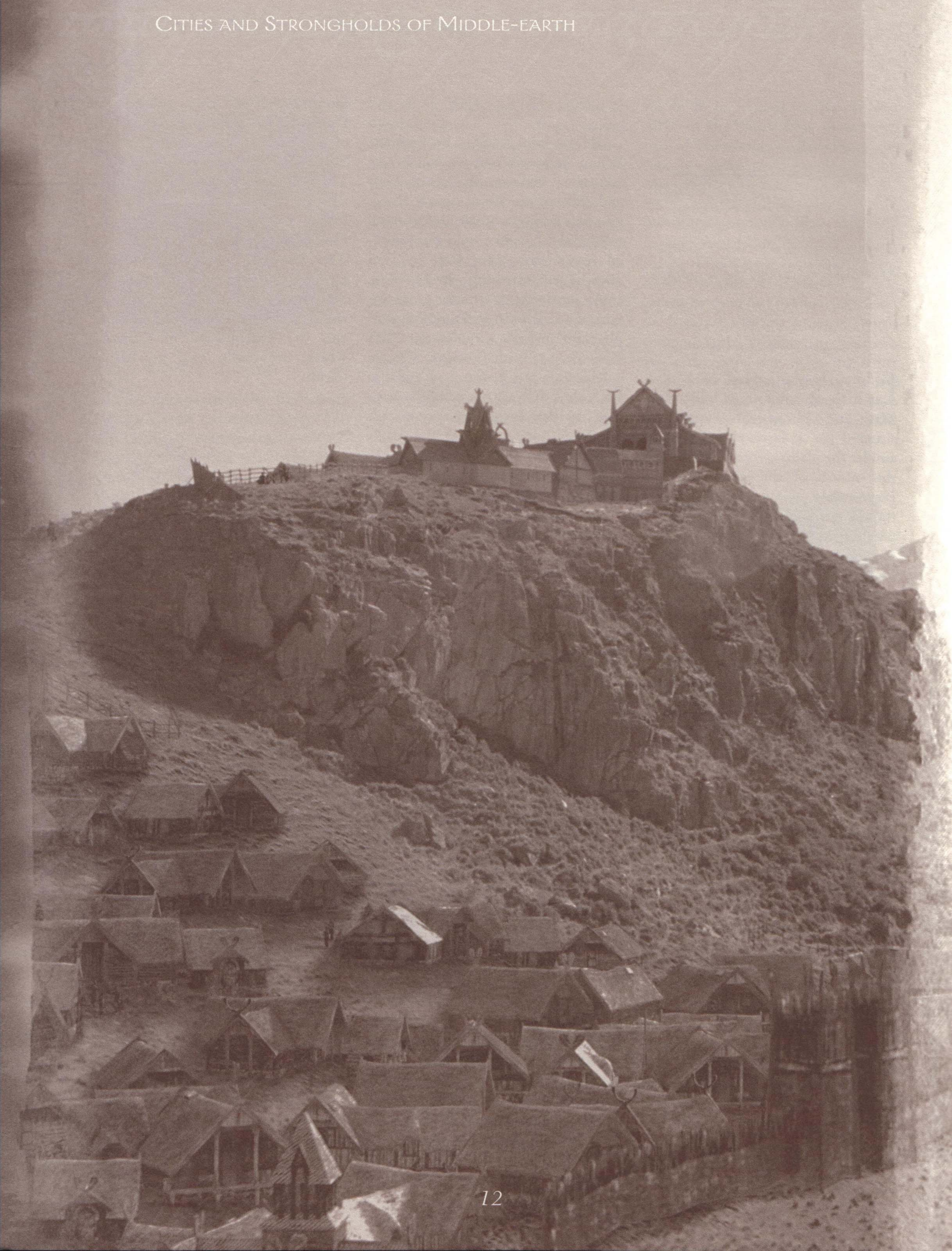
GEOGRAPHY

Edoras is built on a grassy hill surrounded by the wide and windswept plains of Rohan. These plains are rich with grazing lands, and are perfect for the herds of the Rohirrim. To the south rise the White Mountains, the backbone of Gondor. The Harrowdale is a steep-sided valley that winds back into the mountains and opens just south of Edoras. At the head of this valley, deep in the mountains, is the refuge of Dunharrow and the door to the Paths of the Dead. A great mountain, the Starkhorn, looms over Dunharrow. The Snowbourn River issues from the Harrowdale and flows near to the hill of Edoras. Far to the west lie Helm's Deep and the Gap of Rohan. The plains to the north continue uninterrupted until they reach the Anduin River, many miles away. To the east, along the White Mountains, run the beacon-hills of Gondor, which eventually lead to Minas Tirith.

CULTURE

The Rohirrim ('Host of the Horse-lords') are a people of northern origin who have always been renowned for their love and use of horses. The symbol of the Rohirrim is that of a white horse on a green field. They are closely related to the Woodmen of Mirkwood, and to the Beornings. In the distant past, they lived on the eastern eaves of Mirkwood, and then migrated to the upper vales of the Anduin River. Eventually this people, then known as the Éothéod, moved south to Gondor, taking up a new home, which became known as Rohan.

The Rohirrim are a stern and passionate people, steadfast in both friendship and enmity. They are great warriors, and even many of the women of Rohan learn at least rudimentary fighting skills. Their mounted combat abilities are feared throughout western Middle-earth. Only the nomadic Easterlings even



compare to their abilities while fighting from horseback. Much of their culture, of course, revolves around their horses. The Rohirrim hold their horses very dear and anyone who thinks to steal or mistreat a horse while in Rohan had better think twice. The people of Rohan are also a poetic people without a written language, composing and memorizing long epics in honour of fallen heroes, and reciting them in remembrance and pride.

MILITARY

Rohan's military is based on a tribal or feudal structure, though in actuality the king holds direct command over the muster. The king relies on his marshals, who in turn rely on local *ceorls* (chiefs) to provide warriors in a muster. The majority of Rohan's military is, of course, cavalry, though infantry is also used. During times of war the women, aged, infirm, and young remain behind while the warriors depart for battle. Let the enemy beware, though, for even those Rohirrim left behind can be doughty warriors.

Rohan is defended on the west mainly by the River Isen, which forms a rough border between the lands of the Horse-lords and their traditional enemies, the Dunlendings. The north has no natural defences, but the wide plains provide an obvious advantage to the cavalry of Rohan. Gondor, Rohan's age-old ally, defends the eastern border. To the south rise the White Mountains, beyond which lie the lands of Gondor—there are no enemies here. Edoras forms the centre of Rohiric military power, and here stands a garrison of handpicked veterans to defend the town. An elite unit protects Meduseld itself, and serves as the personal guard of the king. If fit, the king will always personally lead his warriors into battle—assuming the conflict is of sufficient size.

THE REFUGES OF ROHAN

In time of war, the people of Rohan divide into two groups. The warriors go to meet the enemy while the rest of the population makes for the holds and refuges in the White Mountains. The two greatest of these holds are Dunharrow near Edoras, and Helm's Deep in the west. The refugees are not, however, entirely defenceless, as they are provided with weapons and armour.

MILITARY DISTRICTS

Rohan is split into four military districts, each with a marshal who acts as the military leader and advises the king. These districts are the Westfold, the Eastfold, West Emnet, and East Emnet. The marshals of the east and west are sometimes combined into the Westmark (both the Westfold and West Emnet) and the Eastmark (the Eastfold and East Emnet). Even during times of peace, these districts are patrolled by the marshals' warriors. During times of war the patrols are more numerous, aggressive, and suspicious. The post of marshal is a prestigious one, and is sought after by many warriors of Rohan. The marshals of the districts of Rohan were numbered First through Fourth, and were awarded these ranks depending on their prestige and military ability. Because the Westfold was always strategically important due to the Dunlending threat, it was often the marshal of this district who was given the title of First Marshal of the Riddermark. The marshal of the West Emnet is the Second Marshal, that of the Eastfold is the Third Marshal, and that of the East Emnet is the Fourth.

THE RIDERS OF ROHAN

The Riders of Rohan are a fierce body of warriors who are well trained in cavalry combat, and who are feared by their enemies. They are equipped with high quality armour and weapons, which usually include chain shirts or hauberks, simple conical helmets, small round shields, swords or axes, long spears, and short bows. Using highly cooperative tactics, the cavalry of Rohan are able to outmanoeuvre all but the most agile of foes. There are few who can resist the concerted charge of a large body of the Riders of Rohan. If unseated, however, a Rider is still a formidable warrior, as they are also trained in fighting on foot. A favoured tactic of the foot soldiers of Rohan is to form a circular defensive shield-wall, with each warrior facing outward. The men can then defend one another's flanks while holding the enemy at bay with their long spears. Though seemingly unorganised, the Riders of Rohan fight well together and are one of the most potent fighting forces in Middle-earth.

PERSONALITIES

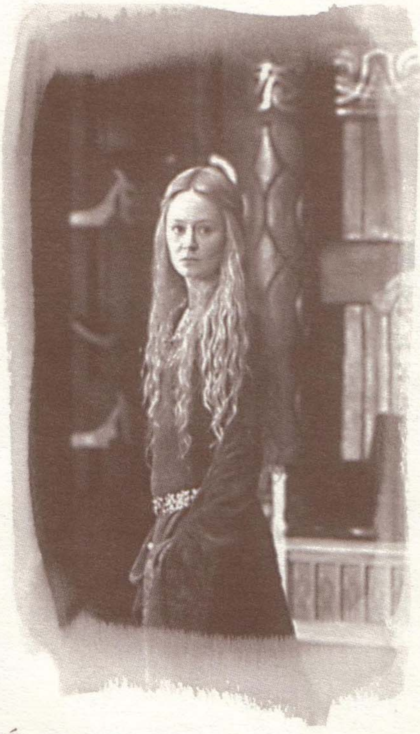
The following sections describe influential personalities living in Edoras.

THÉODEN, KING OF THE MARK

Théoden was the son of Thengel, 16th King of Rohan. He was the uncle of Éomer and Éowyn, the father of Théodred, and the last in the Second Line of Kings. Théoden led the Riders of Rohan at the Battle of Helm's Deep. He then rode with his warriors to the aid of Gondor and fought at the Battle of Pelennor, where he was slain by the Lord of the Nazgûl in March of 3019. His nephew, Éomer, who founded the Third Line of the Kings of Rohan, succeeded him.

ÉOMER

The son of Éomund (the brother of Théoden), and nephew of Théoden, Éomer becomes the 18th King of Rohan and the first in the Third Line of Kings. He is Éowyn's beloved brother. Éomer became the Third Marshal of the Riddermark at a very young age (26), commanding the Riders of the Eastfold. He rode with his King to the Battle of Helm's Deep and there helped to defend his land from Saruman. He was also at the Battle of Pelennor, commanded the Second Hundred of the Riders, and assumed command of the entire force of Rohan after the death of Théoden. He thereafter assumed the kingship of Rohan and married Lothíriel, daughter of Prince Imrahil of Dol Amroth. His son, Elfwine, became the 19th King of Rohan.



ÉOWYN

Éowyn was the sister of Éomer and niece of Théoden. After being denied the chance to ride with her king to the Battle of Helm's Deep, she rode in secrecy with the muster of Rohan to the aid of Minas Tirith as Dernhelm. At the Battle of the Pelennor Fields, she witnessed the slaying of her uncle and did battle with the Lord of the Nazgûl, fulfilling the prophecy of Glorfindel by slaying the Witch-king. Nearly drawn into death by the effects of her struggle with the Nazgûl, she was saved from her despair partly with the help of Faramir, son of Denethor. After the War of the Ring, Éowyn married Faramir and lived with him in Ithilien where they both ruled in the name of King Elessar.

HÁMA

Doorwarden of Théoden at Meduseld, it was Háma who allowed Gandalf to take his staff into the throne room and therefore helped in the awakening of his king from the influence of Gríma. He accompanied Théoden to the Battle of Helm's Deep and there fell defending him.

SHADOWFAX

Shadowfax was a mighty horse of Rohan, and chief of the *mearas*. The *mearas* are nearly supernatural horses that are said to be descended from the horse of Oromë, Huntsman of the Valar. Shadowfax was reluctantly given to Gandalf as a gift by Théoden, and he served as Gandalf's mount during the great battles of the War of the Ring. Shadowfax did not blanch when Gandalf rode him to face down the Lord of the Nazgûl at the gates of Minas Tirith. It is said that Shadowfax accompanied Gandalf to the Undying Lands when the Wizard departed Middle-earth.

HELM'S DEEP

'Men said that in the far-off days of the glory of Gondor the sea-kings had built here this fastness with the hands of giants. The Hornburg it was called, for a trumpet sounded upon the tower echoed in the Deep behind...'

—The Two Towers

The westernmost and greatest of the refuges of Rohan is Helm's Deep, a fortress built in ages past by the men of Gondor. It takes its name from one of the great Kings of Rohan, Helm Hammerhand. The mountain Thrihyrne looms over the fortress, which lies at the mouth of a narrow valley running back into the White Mountains known as the Deeping Coomb. Helm's Deep is the home of the First Marshal of the Riddermark, the Marshal of the Westfold. Nearby are the Gap of Rohan and the lands of the Dunlendings, long-time enemies of Rohan. Not far to the north is Isengard, home of Saruman, traitor to the Free Peoples. The land around Helm's Deep is constantly under threat by the enemies of Rohan, and the people of the Westfold are a tough and resilient folk. The fortress consists of a main tower, the Hornburg, the Deeping Wall, which stretches across the mouth of the Deeping Coomb, Helm's Dike further down the valley, and the final refuge—the Glittering Caves of Aglarond. It is said that the Hornburg has never been taken while there were men to defend it. The fortress is built of massive stones cleverly joined, and appears impregnable.

HISTORY

The original fortress at Helm's Deep was built sometime before the end of the Second Age by the men of Gondor, and was called Harnost. Little is known of the fortress until it became part of the holdings of the Rohirrim upon the founding of Rohan in the Third Age, 2510. Over the years the fortress has been rebuilt several times, but the original foundations built by the Gondorians still stand. During the reign of Helm Hammerhand, the ninth King of Rohan, a massive invasion of Dunlendings forced the Rohirrim into their fastnesses, and Helm took refuge here with the greater part of his people. The bitter siege and battle that followed, wherein Helm was lost, gave the name of that king to the fortress for all who followed. The next spring his nephew Fréalaf issued forth and defeated the Dunlendings, driving them from Rohan.

During the War of the Ring, Théoden led his army here to prepare for an attack by Saruman's forces. The Battle of Helm's Deep was fought, and with the help of the Ents, the enemy was defeated. Along with the destruction of Isengard wrought by Treebeard, this battle broke Saruman's military power and that of the Dunlendings, effectively freeing the Westfold and allowing Rohan to subsequently ride to the aid of Gondor. After the war, Helm's Deep remains the seat of the First Marshal of the Riddermark, and an important fortress for the defence of the Westfold.

GEOGRAPHY

Helm's Deep lies in the Deeping Coomb, a deep valley set into the White Mountains. It is situated near the western border of Rohan, and provides a refuge for the people of the Westfold. The Deeping Coomb widens as it spills from the mountains into a broad and fertile plain spotted with farmsteads and villages. A swift and cold stream runs from the Coomb into the valley below. To the northwest of the fortress lies the Isen River and the Gap of Rohan, across which are the lands of the hated Dunlendings. To the north spreads the Westfold, and thence the route to Isengard. To the east lie the rest of Rohan and the road to Edoras. The south is protected by the White Mountains, beyond which is Anfalas, a province of Gondor. Though the mountains surrounding Helm's Deep, including Thrihyrne, are steep and treacherous, there are many secret paths leading out of the Deeping Coomb through the White Mountains. Deep in the throat of the valley are the entrances to the Glittering Caves of Aglarond—the last refuge of the Westfold. It is here that the stores of Helm's Deep are kept.

CULTURE

The people of the Westfold are mainly Rohirrim, though there has been, over the years, some interbreeding with the Dunlendings. Hated enemies though they are, the majority of the 'regular folk' in the region can actually be quite tolerant of these in times of peace. Nevertheless, because of the nearly constant skirmishing with the Dunlendings, the people of the Westfold tend to be a bit more hardened and suspicious than their eastern kin.

MILITARY

Helm's Deep is always garrisoned, though during the time of the War of the Ring there are fewer men here than there should be due to the influence of the traitor Gríma Wormtongue. This is the centre of the defences of the Westfold, though the marshal has one other large responsibility to defend—the Fords of Isen. The garrison at the fords of Isen is not a large one, as there is no large or permanent fortification there. Since the fords are relatively close to Helm's Deep itself (around 12 miles), most marshals have been content with the fact that they can mobilise a large force and get it there quickly. The fortress of Helm's Deep contains four major areas—Helm's Dike, the Hornburg, the Deeping Wall, and the Glittering Caves of Aglarond.

HELM'S DIKE

Helm's Dike lies two furlongs below Helm's Deep, and is about a mile long. It is an earthen berm built high enough to stand behind and remain hidden from attackers. Where the road passes through there is a large gap. The dike is not meant to be a stopping defence, but is designed to slow an advancing army enough for the defenders at the main fortress to prepare for assault.

THE HORNBURG

The Hornburg is the oldest part of the fortress of Helm's Deep, and it draws its name from Helm's Horn, which is housed in the tower. Helm's Horn is used to pass signals from the tower to coordinate the direction of siege defences during battle. The central tower is protected by a large curtain wall, which is connected to the cliffs of Thrihyrne. From the courtyard between the tower and curtain wall there are stairs that access the top of the Deeping Wall, and there is a gate that issues out into the Coomb. The gate opens onto a causeway and ramp that steeply drop to the valley floor, so that anyone approaching the Hornburg along the causeway is exposed to fire from atop the curtain wall.

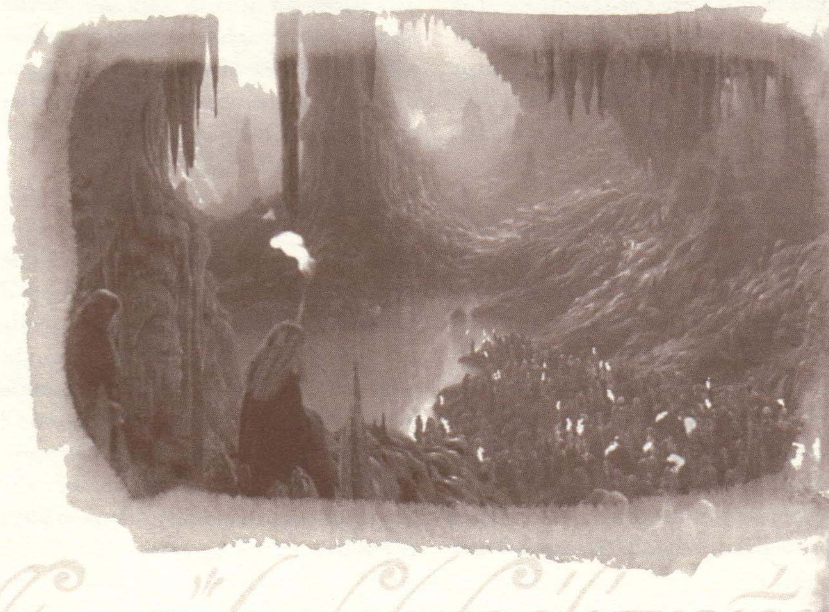
There is also a small postern gate on the north side of the curtain wall, which opens onto a small path that leads back around to the main gate. At the rear of the Hornburg is the interior gate and stair that leads into Helm's Deep, and back to the caves. The tower presents an impressive figure, built atop a rock (the Hornrock), which juts out from the mountain before a sheer drop to the valley below.

THE DEEPING WALL

Extending from the Hornburg across the mouth of Helm's Deep is the Deeping Wall. The wall is twenty feet high, and is wide enough at the top for four men to walk abreast. The top of the wall is overhung so that defenders may look straight down upon their enemies and attack them with ease. Where the Deeping Wall meets the far side of the Deep stands another smaller tower, which defends against scaling attempts on the cliffs on that side of the valley. Behind the Deeping Wall descend three wide stairs leading down to Helm's Deep. The Deeping Stream runs beneath the centre of the Deeping Wall through a small culvert, which is just barely large enough for a man to squeeze through and is protected by a heavy grate. The top of the wall is crenelated to allow for cover, while still providing archers with access to enemies on the plain below.

THE GLITTERING CAVES OF AGLAROND

The last desperate refuge of the defenders of Helm's Deep is the cave system that riddles the mountains deep within the valley. Though the caves are beautiful and varied, their main purpose is to hold the supplies and materiel of the fortress, allowing the besieged to defend Helm's Deep for long periods of time. In the extreme eventuality that the Deeping Wall should be breached, a heavy steel door has been attached to the main entrance to the caves, essentially converting it to a final defensible position. With plenty of fresh air from fissures above, plenty of fresh water provided by the Deeping Stream (which issues from the caves), and the supplies of the entire fortress stored around them, anyone caught in the caves should be able to hold out for some time.



PERSONALITIES

The following sections describe influential personalities living in Helm's Deep.

THÉODRED

The son of King Théoden, Théodred was much beloved by his people. When the Westfold was first attacked by Saruman's forces, Théodred rushed to the defence of the Fords of Isen in the opening month of the War of the Ring. It was a trap, however, as Saruman's main aim was to kill Théodred. With his death and the exile of Éomer, Saruman would be able to install Gríma Wormtongue as a puppet king with much less resistance by the conquered Rohirrim. The trap succeeded, and in the First Battle of the Fords of Isen Théodred was killed. Saruman withdrew, confident that his plans would come to fruition.

ERKENBRAND

Erkenbrand was the commander of the Westfold when the war with Saruman began. He commanded the defence at the Second Battle of the Fords of Isen, where the Rohirrim were routed. He gathered the scattered surviving Riders and with Gandalf marched quickly to the siege of Helm's Deep in time to help cause the complete rout of Saruman's army there. Erkenbrand became the Marshal of the Westmark under Éomer after the War of the Ring.

GAMLING

Gamling was a grizzled old veteran at the outset of the war, and was the commander of the watchers at Helm's Dike when Helm's Deep was assaulted. During the battle, he was the first to realise that the Uruk-hai had penetrated the culvert beneath the Deeping Wall, and he led the counterattack himself, despite his age. He survived the battle and the war.

GRIMBOLD

Grimbold was a captain of the Riders who fought in both of the disastrous battles of the Fords of Isen. He survived both only to be killed at the Battle of Pelennor.

ELFHELM

Elfhelm was also a captain of the Riders, and he fought at the Second Battle of the Fords of Isen alongside Grimbold. He survived, and fought with Erkenbrand at Helm's Deep. He joined the Muster of Rohan and fought well at the Battle of Pelennor. He became the Marshal of the Eastmark under King Éomer after the war.

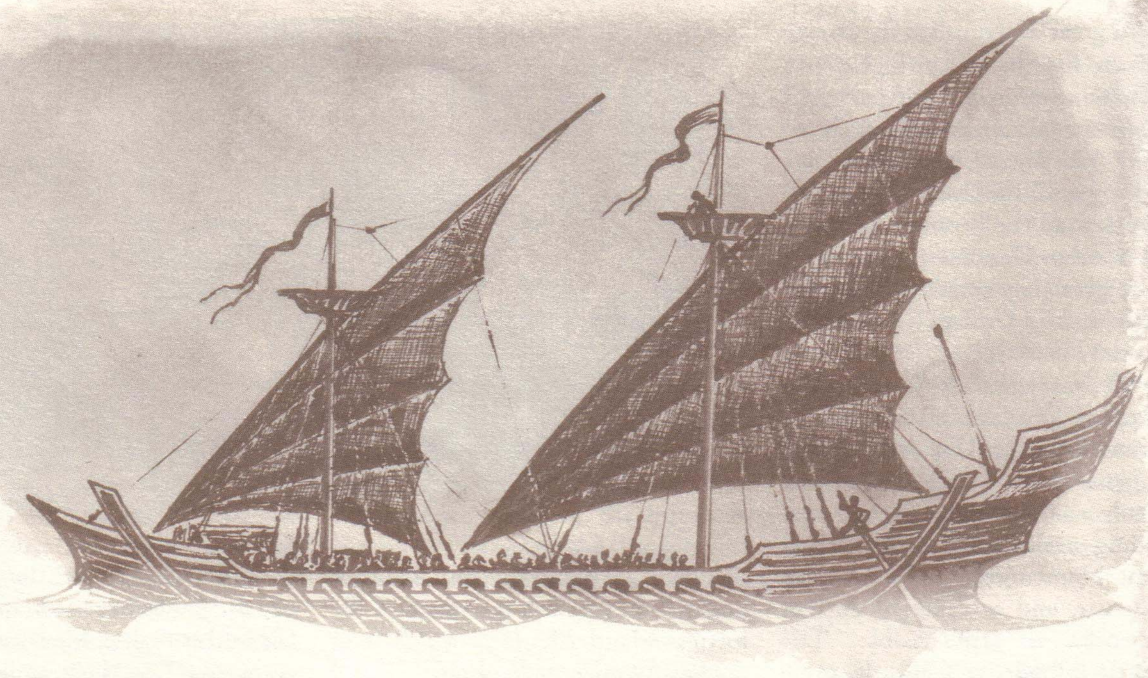
UMBAR

> *"'The Corsairs of Umbar are coming! So Belfalas is taken, and the Ethir, and Lebennin is gone. The Corsairs are upon us! It is the last stroke of doom!'"*
>
> *—The Return of the King*

At the time of the War of the Ring, Umbar is a bustling port city with an ancient history. Umbar is the northern terminus for most of the trade goods coming out of the deep South, which then pass inland toward Khand and exotic destinations farther east. Besides the road which passes inland to Khand (the Batark-a-Khand), there is a road, the Batark-a-Gúnonzaráz, which passes south along the coast and also northward to Gondor. It is little used except in time of war. The city itself is built of stone and mud brick, with foundations built by the ancient Númenóreans. In the harbour stands a mighty three-tiered fortress and haven on an island of rock—the Abârlôni, home of the fleets of the Corsairs. Umbar is divided into sections along caste and class lines. The lowest castes live in the southern parts of the city, up against the outer walls in small, filthy shantytowns. The rulers and priests of Sauron live in the Hisar Kârnoron, a mighty citadel in the north of the city. They live their lives separated from the people they rule by tall, thick walls. Umbar is a mighty city, a testament to the power of the mercantile class, who provide the Corsairs with enormous wealth and influence over the surrounding Southron peoples.

HISTORY

Sometime early in the Second Age, when the Númenóreans first began to explore the coasts of



Middle-earth but had not yet begun to return in numbers, the great natural harbour of Umbar was discovered. Soon thereafter was built a stronghold and anchorage for the safety of the exploring (and later, conquering) fleets of Númenor. By the year 2280 of the Second Age, Umbar had been built into a mighty fortress and harbour. It was here, in 3261 of the Second Age, that Sauron abased himself before Ar-Pharazôn the Golden, the mighty Númenórean king who would challenge the Valar themselves. The Dark Lord, though, had already begun to scheme, and Númenor was soon a memory beneath the waves of the western sea.

During the early centuries of the Third Age, the surviving Umbareans dwindled and became merged with the native Haradrim, but retained their hatred of Gondor and their lordship over the haven as a distinct group. Eventually, in a series of brutal wars with the Haradrim, the relatively new kingdom of Gondor under King Eärnil I seized Umbar in the year 933 of the Third Age. It was then besieged nearly constantly by the former rulers and their allies for 100 years. By 1050, the lords of the Haradrim had been utterly defeated by King Ciryahir, and Umbar fell completely under the hegemony of Gondor. It was likely at this time that the great Pillar of Ar-Pharazôn was built, in commemoration of the cowing of Sauron.

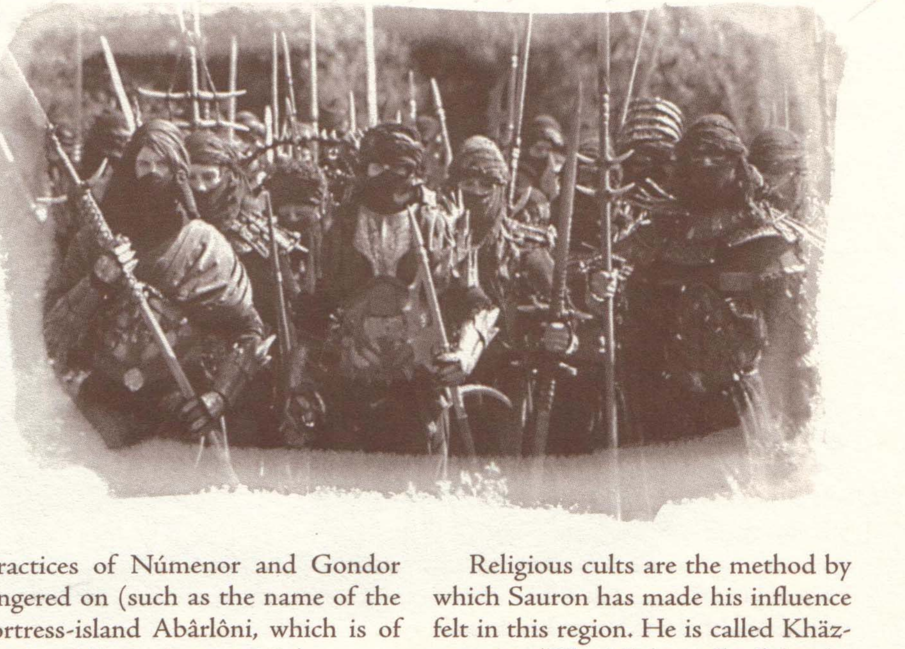
Four hundred years later, Gondor was shaken by its civil war, the Kinstrife. The Captain of Ships, Castamir the Usurper, seized the throne of Gondor and favoured his coastal holdings, including Umbar. During the vicious war that followed, Castamir was thrown out, and his followers fled to Umbar, taking it as their own. It is during this time that fleets of pirate ships from Umbar began to prey on Gondorian shipping, and became known as the Corsairs of Umbar.

In the year 1810 of the Third Age, King Telumehtar of Gondor once again took Umbar and drove the Corsairs out. During this war the last descendants of Castamir, and indeed of any Gondorian forebear, were driven from Umbar or destroyed. The Gondorians remained as rulers of a frontier province only, and largely ignored the interests of the local population.

Soon thereafter, around the year 1940, Haradrim under the influence of the resurgent Sauron, stormed and retook Umbar. They threw down the Pillar of Ar-Pharazôn—that ancient reminder of the humiliation of Sauron. It did not take long for the Corsairs—entirely Haradrim now—to resume attacks on Gondor's fleets and coasts. Throughout the years leading up to the War of the Ring, Gondor's naval strength was sapped while Umbar's waxed stronger. By the time of the war, the fleet of the Corsairs was able to sail unmolested up the Anduin River. They attacked and nearly took Pelargir, only to be driven off by Aragorn and the Army of the Dead. Some time early in the Fourth Age Aragorn, as King Elessar, will retake Umbar and yet again make it into a stronghold of Gondor.

GEOGRAPHY

The city of Umbar lies at the heart of one of the greatest natural harbours in all of Middle-earth. It is surrounded by semi-arid hinterlands collectively known to people in the north as Harondor or Near Harad. To the south and east lies the Gharâsh-Kibir—a dry and inhospitable barrier. Beyond the hills to the south



begins a great desert called the Baaste Sel. Far to the east are the high plains of Khand, home to a fierce and nomadic people under the sway of Sauron. Northward are arid plains stretching to Zarázish-ep-aDrost, the Lands Beyond the River, and eventually onward to Gondor.

The great bay of Umbar, known locally as Niz-Umbar, is shielded from the western sea (the Ranon Denzra) by coastal highlands. The bay itself is very calm, though its currents can be tricky. Umbar is blessed with many small springs, which feed not only the city but also the surrounding agricultural lands. Many ancient Númenórean wells are also still in use, and evidence of ancient earthworks is still visible. The Abârlôni is built on a mostly stone island directly opposite the city in the Niz-Umbar. It also boasts several small springs, though these serve only to provide water for the fleets of the Corsairs—there is little arable soil on the Abârlôni.

CULTURE

It is unknown what, if any, native presence there was at Umbar's location when the Númenóreans landed here early in the Second Age. It is certain that the city was almost exclusively a Númenórean stronghold until the destruction of Númenor, after which local Southron influence grew rapidly. By the time of the first Gondorian conquest, Umbar had had only Númenórean overlords, and the city was already populated with thousands of Haradrim. Following the Kin-strife, Umbar was populated by expatriate Gondorians, though after two centuries of intermarriage virtually all of these had Southron blood. Then King Telumehtar drove the rebel Corsairs out of Umbar, and the Haradrim shortly thereafter took the city in turn. Umbar had become a city populated entirely by Haradrim, though some cultural and linguistic practices of Númenor and Gondor lingered on (such as the name of the fortress-island Abârlôni, which is of obvious Númenórean origin).

The Haradrim were originally a nomadic desert people, though they have become very well adapted to a sea-faring life. Trade and plunder are both highly regarded in Umbar—successful merchants and pirates are equally lauded. There is a strong social caste system that can normally only be broken by a lower caste member becoming a successful pirate or merchant, so competition in these 'fields' is stiff. The lowest caste, the Beshet, is not untouchable, but is relegated to the most menial and least desirable professions. The highest caste, that of the political and religious leadership, is comprised solely of the *p'tans* (chiefs) and their families. There is a lot of internecine conflict, deceit, and treachery among the members of this class.

Religious cults are the method by which Sauron has made his influence felt in this region. He is called Khäz-gramaze ('The Night-stalker') by the Haradrim, and he is feared greatly. He does not grant boons or protections, but will punish those who do not follow his priests with the most awful and terrifying tortures imaginable. He is a fearsome god who often takes the shape, it is said, of a blood-red serpent who stalks its prey in the dead of night. The priests of this cult hold great power in Umbar, and it is a foolish *p'tan* who disregards the words of a priest of Khäz-gramaze. Sauron's unification of the disparate Southron tribes for war against Gondor is not the least of his accomplishments, though the traditional hatred of Gondor by the Haradrim has made his task that much easier.

MILITARY

The military of Umbar is almost exclusively naval, but there is a small army that garrisons the city and the island citadel, made up of fanatical and secretive warrior clans. The remainder of the land-based military consists of mercenaries hired from the surrounding (still-nomadic) Southron tribesmen. A tradition of pay-offs and appeasement keeps the tribes squabbling amongst themselves enough to ensure the ongoing safety of the city proper. In the event of a large-scale invasion, the city can call on allies to the south and east. These are larger tribal federations of Haradrim who rely on Umbar for trade and coastal defences. Though not normally organised, they are fearsome warriors.

The ships of Umbar are galleys, for the most part. Dromons and biremes represent the main types of ships used for both war and trade, though some less traditional merchant captains prefer the sail-powered dhows for longer trips to the extreme South. For the purposes of war, though, the Corsairs employ biremes almost exclusively. They are outfitted with ramming beaks and in some cases with large siege-style weapons designed to destroy the rigging of an opponent's ship. The ships also normally carry a small complement of marines, as it is a favoured Umbarean tactic to grapple and board.

The fortress of Umbar consists of two major parts. The Abârlôni is the island harbour that serves as home to the Corsair fleets. There are three natural tiers on the island, the highest of which rises above the tallest towers of the city itself. The tiers are all walled, and there is a keep on the top level that is home to the small garrison of the island fortress. The harbour itself is not strongly guarded, though all approaches to it are protected by the towers of the Abârlôni. Umbar is also walled, though the walls are not normally in good repair. The original Númenórean foundations of the Hisar Kârnoron still stand, and the outer wall presents something of a patchwork construction along its length; pieces of it include both ancient Gondorian works and recent mud brick patches. Umbar's defence lies in its navy and in its wealth—not in the strength of its city walls.

PERSONALITIES

The following sections describe influential personalities living in Umbar.

KHRÂD NISSIN

Khrâd is the Mat-P'tan (High Chief) of Umbar. He is the eighth son of Nissin Dess, the former Mat-P'tan, and is the first son of his mother. All seven of his older brothers died of one cause or another before coming of age. Khrâd is a very wily ruler, and has regained some of the influence lost by his father to the Tanagemish (Captain of Ships).

MIDDAT F'RTENA

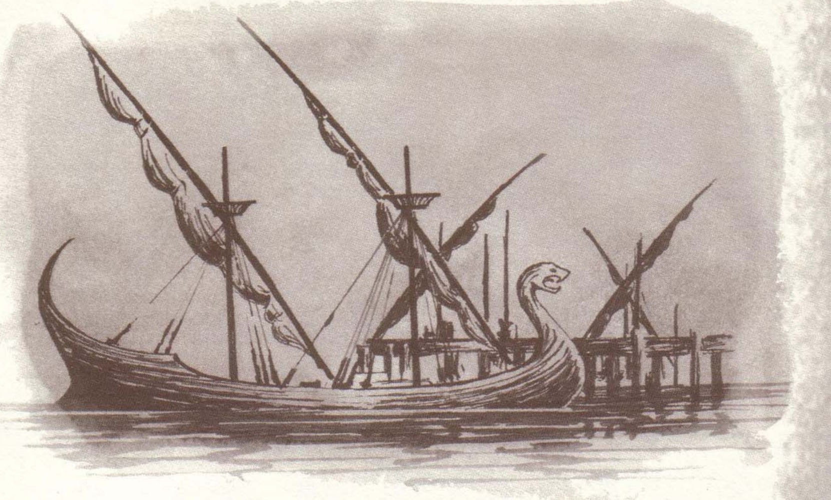
The Tanagemish of Umbar, Middat is a very experienced naval commander, and he has held the post of Captain of Ships for nearly three decades. Under his leadership, the Corsair fleet has grown, and he has seized much influence in city politics, though his rival Khrâd is working at slowly regaining that influence. Middat began his career as a pirate captain, and has worked his way up to this position. He is a very dangerous man.

TAMATH HOSSISH

Tamath is the P'tan Urdon, the Chief of the Urd family. The Urd family is arguably the most important and influential family in Umbar. Tamath is a powerful priest of Khäzgramaze, and uses his enormous influence to increase the power of his cult. It is mainly through the machinations of Tamath Hossish that the pirates of Umbar are constantly pointed toward the shores of Gondor. He also works tirelessly toward the unification of the surrounding Southron tribes into suzerainty under his control—and end toward which he has made much progress.

KREL BANID

Krel is the Tan'astish (the Captain of Walls) of Umbar. He commands the garrison of the city, and ostensibly the garrison of the Abârlôni as well, though Khrâd is in true control of the Abârlôni garrison. Ultimately, though, the *p'tan* of each house must gain Krel's support for any major military undertaking, even if only out of fear that their opponents may have already purchased his loyalty. Krel is therefore a very wealthy man, and like his predecessors sees little reason to seize more power or to change current arrangements by taking unnecessary risks.



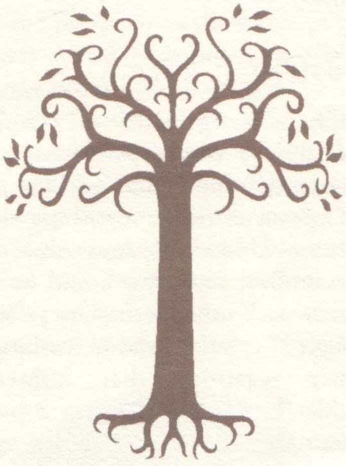
MINAS TIRITH

'. . .turning south again he beheld Minas Tirith. Far away it seemed, and beautiful: white-walled, many-towered, proud and fair upon its mountain-seat; its battlements glittered with steel, and its turrets were bright with many banners.'
—The Fellowship of the Ring

Minas Tirith, the Tower of Guard, is the centre of Gondor's power and the mightiest city in the realm. The White City rests upon the very knee of Mount Mindolluin, the easternmost peak in the White Mountains, which form the backbone of Gondor. It rises in seven levels to the Citadel, far above the fertile plains of the Pelennor, whose orchards and fields support the population of the city. In the centre of the Citadel is the Tower of Ecthelion, whose pennon flies 1000 feet above the plain below. Behind the Citadel lies the Rath Dínen—the Way of the Dead and the Tomb of Kings. A rock bastion thrusts through the levels of Minas Tirith, towering hundreds of feet above the Great Gate, and looking like the prow of a mighty ship. Even though many of the houses of the city are abandoned and beginning to see ruin, Minas Tirith is a beautiful city, its walls and towers white and shining, tall and graceful. It shows the might and grandeur of Gondor that was—the power and glory of the descendants of Númenor can still be seen. Minas Tirith represents both beacon and bulwark to the Free Peoples of Middle-earth.

HISTORY

The city was founded as Minas Anor, the Tower of the Sun, before the end of the Second Age by Elendil's sons, Isildur and Anarion. It was built opposite Minas Ithil, the Tower of the Moon, with the capital of the new realm of Gondor—Osgiliath—between them. Minas Ithil was, in the years to come, to become Minas Morgul, the Tower of Dread Sorcery, and Osgiliath would eventually lie in ruins. Minas Anor continued to stand, though, as a testament to the strength of the blood of Númenor. At the beginning of the Third Age, the White Tree was planted in Minas Anor as a symbol of the White City. After a time, the Tree came to represent Gondor itself.



During the Kin-strife, Minas Anor remained faithful to the true king, but Osgiliath was burned in the year 1437. Not very long after that, in the year 1636, the Great Plague swept through Gondor, effectively finishing the great city of Osgiliath. In 1640, King Tarondor moved the King's House from Osgiliath to Minas Anor, and Osgiliath began to fall into complete ruin.

Then, in the year 2002, Minas Ithil fell to the Nazgûl and was renamed Minas Morgul. In turn, Minas Anor was renamed Minas Tirith. In the year 2050 of the Third Age, King Eärnur answered a challenge by the Witch-king and rode to Minas Morgul to do battle single-handedly with the Lord of the Nazgûl. He was never seen again, and Mardil became the first Ruling Steward of Gondor. Over the following years, Gondor rebuilt its strength and attempted to renew the Watch on Mordor. In 2698, the White Tower was rebuilt by Ecthelion I, and it became known as the Tower of Ecthelion. As battles with the Easterlings and Southrons continued, the power of Gondor began again to wane. In 2852, the White Tree died, and no seedling was found. The dead tree was left standing.

Denethor II, father of Boromir and Faramir, became Steward of Gondor in the year 2984 of the Third Age. He anticipated that during his stewardship Mordor would strike the final blow, and began preparations for the final battle. The Rammas Echor (the wall encircling the Pelennor) was rebuilt in 3018, and just one year later Mordor struck and the Battle of the Pelennor Fields was fought. Minas Tirith managed to hold out against the onslaught of the Shadow, and the city did not fall during the War of the Ring. After the war, the returned King Elessar (Aragorn) made Minas Tirith his capital of the South-kingdom. The new king found a seedling of the White Tree, which he planted in the place of the old Tree as a symbol of hope and rebirth for Gondor.

GEOGRAPHY

Minas Tirith sits on the flank of Mindolluin, the massive, easternmost peak of the White Mountains. Nearby, the Anduin River passes through a narrow valley of fertile farmland and pasture flanked by the White Mountains and the Mountains of Shadow. Some of these farmlands surround Minas Tirith itself, and are known as the fields of Pelennor. The land immediately around Minas Tirith is, on one side, sheer mountain, and on the other a broad, fertile plain. To the north and west of Minas Tirith lies Rohan, ever Gondor's ally in need. To the south are Pelargir and

the Bay of Belfalas. To the east lies the Anduin and beyond, Mordor, shielded by the Mountains of Shadow. Northward from Minas Tirith spreads a wild and hilly land, which leads eventually to the southern eaves of Mirkwood.

CULTURE

Proud and honourable, the Gondorians of the late Third Age are a mixture of several peoples, among them the Númenóreans who settled here, the natives who were subjugated by them, and the Northman immigrants who arrived here beginning in the early Third Age. Númenórean blood still runs strong through the veins of the rulers and princes of Gondor.

The Gondorians have become an embattled people, used to the strains and stresses of war. Gondor's society remains, for the most part, feudal and militant—its provinces have been in a constant state of war for centuries. The threat of Mordor is ever present, and even when large wars are not being fought, small border skirmishes and disputes constantly flare up on the edges of the kingdom. Apart from the direct threat of Mordor, the Umbareans often test Gondor's mettle from the south, so even the people of the Gondorian heartland along the coast of the Bay of Belfalas are not immune to the ravages of war. Even though they are no longer the strong maritime power that they once were, the Gondorians still hold to many maritime traditions, especially in the south around Pelargir and Dol Amroth.

MILITARY

The military of Gondor has always followed a feudal organisation, though much of the responsibility for the realm's defence has passed to professional soldiers over the centuries—especially in the vicinity of Minas Tirith. The city itself is defended by a large standing army, the most elite of which being the Tower Guard, who guard the Citadel at the highest level of the city. Seven subsequent walls, each larger and more impenetrable than the last, form the city's innermost defences. These walls were built when Gondor was still young and strong, and the builders had not lost the skills they brought with them from Númenor. The Rammas Echor, which make a wide circuit around the fields of Pelennor, form the outermost defence of the city. The armies of Gondor have held Mordor at bay for years, and are extremely proud of this accomplishment.

THE TOWER GUARD

The most elite military unit in Gondor is the Tower Guard. With helms of *mithril* and hauberks of the strongest steel, none are better arrayed. They bear longswords and large shields. They wear the device of Elendil—a white tree beneath a silver crown and many-pointed stars—upon black livery. Members of the Tower Guard are charged with guarding the Citadel atop Minas Tirith, and with the life of the Steward (or King, if he should return). They know that should the city below fall, they alone would remain to defend to the last the remnant of Gondor.

THE CITY GUARD

The men who patrol the battlements of Minas Tirith are known as the City Guard. They, too, bear excellent arms and armour, but they do not wear the livery of the tower. Their weapons and armour are longswords and chain, and their helmets are well made and of steel. They are also armed with great longbows, and wield them well. They are charged with defending the walls and gates of the city, as well as the battlements of the Rammas Echor. At the time of the War of the Ring, nearly every able-bodied man of Minas Tirith has joined the City Guard, but even so, there are only just enough men to defend the outermost wall of the city.

THE RANGERS OF ITHILIEN

Led by Faramir, son of the Steward, the Rangers of Ithilien live dangerously. They operate across the Anduin, in what is effectively land that has been given up to the enemy. The Rangers do what they can to disrupt the flow of men and materials into Mordor, and they strike where they can. They are all extremely tough men who have learned the ways of the forest well enough to remain behind where all others have fled. The Rangers are armed with longbows, knives, and swords. Their armour is light, sometimes including chain but normally composed of hardened leather.

THE AXMEN OF LOSSARNACH

Lossarnach lies just south and west of Minas Tirith, in the hollows and hills of the White Mountains. Lead by Forlong the Fat, Lord of Lossarnach, the Axmen of Lossarnach are shorter and darker than most of their Gondorian kin. They are heavily armed with great battle-axes, chain armour, black helms, and spears.

THE MEN OF RINGLÓ VALE

Around 200 miles to the west of Minas Tirith along the southern edge of the White Mountains is Ringló Vale, at the headwaters of the Ringló River. Dervorin is their lord, and they are armed as standard infantry with chain, large shields, and long spears.

THE MEN OF MORTHOND

Morthond, the Blackroot Vale, lies even farther west than Ringló. Duinhir rules there and his men are accounted the finest bowmen in Gondor. They are armed with massive longbows and with knives, and wear only leather armour.

THE HUNTSMEN OF PINNATH GELIN

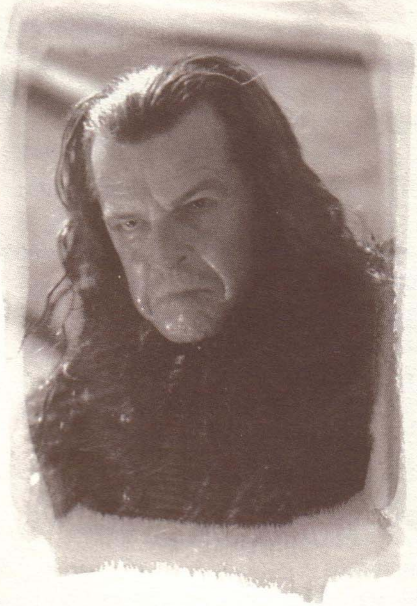
West yet of Morthond stretch Pinnath Gelin, the Green Hills. Here is Hirluin lord. The men here are clad in green livery, armed with bow and knife, and armoured with light chain and small shields.

THE KNIGHTS OF DOL AMROTH

Led by Imrahil, the Prince of Dol Amroth, the knights are perhaps the most effective fighting force that Gondor can field. Bearing the token of the Ship and the Silver Swan, they are armoured with heavy chain and with gauntlets and greaves of plated steel. They wield well-made longswords and great spears, and carry strong shields. Dol Amroth also fields an army of men-at-arms, who are armed with swords and spears and armoured with chain.

PERSONALITIES

The following sections describe influential personalities living in Minas Tirith.



DENETHOR II

Denethor II is the Steward of Gondor during the outset of the War of the Ring, and the son of Ecthelion II. He married Finduilas of Dol Amroth and had two sons—Faramir and Boromir. He became Steward of Gondor in the year 2984 of the Third Age. At some point during his stewardship be began to use the *palantír* of Minas Tirith, and thus Sauron began to affect and twist his mind. The loss of his son Boromir and the subsequent perceived loss of his son Faramir drove Denethor mad, and he burned himself to death while holding the *palantír* in his hands while the Battle of Pelennor raged about the walls of Minas Tirith. Denethor did many great things in preparation for the final battle with Sauron, but in the end he succumbed to despair and was lost.

BOROMIR

The first son of Denethor II, Boromir is brother to Faramir. He was born in the year 2978 of the Third Age. It was Boromir who took up the quest to seek the meaning of a fateful dream, and he subsequently joined the Fellowship of the Ring. During the journey of the Fellowship, he was slowly corrupted by the Ring, and was killed fighting Orcs at Parth Galen upon the breaking of the Fellowship in 3019. He was a mighty warrior and Captain of Men.

FARAMIR

Faramir is the second son of Denethor II, and was born in 2983. He led the Rangers of Ithilien and fought to keep the forces of Mordor at bay, and to keep them from easily crossing the Anduin to attack Minas Tirith. He fought in the Battle of Pelennor, where he was nearly killed twice. After the War, he married Éowyn of Rohan, and was granted the Princedom of Ithilien by his king, Elessar.

BEREGOND AND BERGIL

Beregond was a member of the Tower Guard during the War of the Ring. During the siege of Gondor his son, Bergil, was allowed to remain in Minas Tirith as a messenger. Bergil became friends with Peregrin Took in their short days together. Beregond fought to save Faramir from Denethor's insanity in the Rath Dínen, and after the war he was appointed to the Guard of Faramir in Ithilien. It is presumed that his son Bergil accompanied him.

IORETH

Ioreth was from Imloth Melui in Lossarnach, and was the eldest of the women in the Houses of Healing during the Battle of Pelennor. She helped to save Faramir, Éowyn, and Merry with her knowledge of herb lore, and no doubt saved many others during the battle, as well.

TIMELINE

FIRST AGE

525	Birth of Elrond Half-elven.

SECOND AGE

1590	The Three Elven Rings completed in Eregion.
1600	The One Ring forged in Orodruin; Celebrimbor realises Sauron's aims.
1693	The Three Rings are hidden.
1695	Sauron invades Eriador.
1697	Rivendell founded; West Door of Moria shut; Celebrimbor slain.
1699	Sauron overruns Eriador.
1700	Tar-Minastir sends a great navy from Númenor; Sauron is defeated.
1701	Sauron driven out of Eriador.
2280	By this year Umbar is a mighty fortress and harbour.
3261	Sauron cowed by Ar-Pharazôn at Umbar.
3320	Around this time Isengard is built.

THIRD AGE

130	Elrond and Celebrían wed; Elladan and Elrohir born.
241	Arwen born.
933	King Eärnil I of Gondor seizes Umbar.
1000	The Wizards arrive in Middle-earth.
1050	King Ciryahir of Gondor defeats the lords of the Haradrim and Umbar becomes entirely Gondorian; Pillar of Ar-Pharazôn erected.
1432	Gondorian Kin-strife begins.
1437	Burning of Osgiliath.
1447	King Eldacar drives Castamir out of Gondor; siege of Pelargir.
1448	Castamir's rebels seize Umbar; Corsair raids begin.
1636	The Great Plague sweeps through Gondor.
1640	King Tarondor of Gondor moves the King's House from Osgiliath to Minas Anor.
1810	King Telumehtar of Gondor retakes Umbar; Corsairs driven out.
1940	Around this time Sauron-worshipping Haradrim seize Umbar; Pillar of Ar-Pharazôn thrown down.
1974	The Battle of Fornost Erain; the Witch-king driven from Eriador; the Prophecy of Glorfindel.
2002	Minas Ithil falls to the Nazgûl and becomes Minas Morgul.
2050	King Eärnur of Gondor lost in a challenge with the Witch-king; Mardil becomes the first Ruling Steward.
2463	Saruman returns from the East; the Council of the Wise founded.
2509	Celebrían captured by Orcs.
2510	Celebrían departs over the Sea; Gondor invaded by the Balchoth; Battle of Celebrant; settling of Calenardhon by the Éothéod under Eorl; Harnost (Helm's Deep) given over to the Rohirrim; Edoras founded (?).
2569	Meduseld, the Golden Hall, completed.
2698	The White Tower rebuilt by Ecthelion I, Steward of Gondor.
2710	Dunlendings seize Isengard.
2758	Helm Hammerhand takes refuge at the Hornburg; Dunlendings seize Edoras; Helm and his sons slain.
2759	Helm's nephew Fréalaf drives the Dunlendings from Rohan; Isengard retaken by Gondor; Keys of Orthanc given to Saruman.
2851	Saruman begins seeking the One Ring.
2852	The White Tree dies.
2931	Aragorn born.

2941	Saruman driven from Dol Guldur.
2948	Birth of Théoden.
2978	Birth of Boromir.
2982	Khrâd Nissin born.
2983	Faramir born.
2984	Denethor II becomes Steward of Gondor.
2990	Middat F'rtena made Tanagemish of Umbar.
2991	Éomer born.
2992	Krel Banid made Tan'astish of Umbar.
2995	Éowyn born.
3007	Khrâd Nissin becomes Mat-P'tan of Umbar.
3014	Gríma ensnares Théoden.
3017	Éomer becomes a Marshal of the Mark.
3018	Gandalf taken prisoner in Isengard; Saruman's treachery revealed; Rammas Echor rebuilt.
3019	**War of the Ring:** Boromir slain; the Breaking of the Fellowship; First Battle of the Isen Fords; Théodred slain; Uglúk slain; Gríma driven from Edoras; Second Battle of the Isen Fords; Battle of Helm's Deep; Isengard destroyed; Battle of Pelennor; Denethor commits suicide; Théoden slain; Éomer becomes King of Rohan; Aragorn crowned King Elessar of the Reunited Kingdom; Sapling of the White Tree planted; wedding of Arwen and Aragorn; Saruman and Gríma slain; wedding of Éowyn and Faramir.
3021	Elrond, Galadriel, and Gandalf depart over the Sea; Éomer weds Lothíriel.

Fourth Age

63	Elfwine the Fair becomes King of Rohan.
120	Death of Aragorn, King Elessar of Gondor; Eldarion becomes High King.
121	Death of Arwen Evenstar, Queen of Gondor.

Anorien
Cair Andros
Carlang's neck
Lamedon
Calembel
Kiril R.
Ringlo R.
Ethring
Mt. Mindolluin
Minas Tirith
Los Sarnach
Erui R.
Emyn Arnen
Kelos R.
Sirith River
Serni River
Gilrain River
Lebennin
Dor-en-Ernil
Linhir
Pelargir
the Great River
G o n d o r

GLOSSARY OF NAMES AND TERMS

Abârlôni: Fortress-island of Umbar.

Amon Sûl: Dúnadan name for Weathertop.

Anduin: Mighty river that runs for hundreds of miles from the Grey Mountains in the north to the Bay of Belfalas in Gondor; aka The Great River.

Anfalas: The coastal lands between the Rivers Lefnui and Morthond, bordered on the north by the Pinnath Gelin; aka Langstrand.

Angmar: Ancient realm ruled by the Witch-king. Angmar destroyed the Dúnadan realms of Arnor.

Angrenost: Dúnadan name for Isengard.

Arathorn II: Chieftain of the Rangers of the North, and father of Aragorn.

Arnor: The North-kingdom, founded by Elendil after the Downfall of Númenor. Arnor was split in the Third Age 861 into three kingdoms—Arthedain, Rhudaur, and Cardolan.

Ar-Pharazôn: Twenty-fifth and last King of Númenor. He captured Sauron but was persuaded by his captive to attack the Undying Lands, causing the Downfall of Númenor.

Arthedain: One of the successor-kingdoms of Arnor. Arthedain was destroyed by Angmar in the year 1974 of the Third Age.

Arwen: Daughter of Elrond Half-elven and Queen to King Elessar.

Balchoth: An Easterling people under the influence of Sauron who invaded Gondor in the later Third Age.

Balrog: Spirits of fire seduced by Morgoth long ago.

Batark-a-Gúnonzaráz: Road leading through Umbar that runs from Ithilien to the lands beyond Harondor.

Batark-a-Khand: Road leading from Umbar to Khand.

Beleriand: Land in which the deeds and battles of the First Age took place. Beleriand was destroyed in the War of Wrath and sunk beneath the waves.

Belfalas: Peninsula in Gondor bounded by the Rivers Morthond and Gilrain, whose capital is Dol Amroth.

Beornings: People of the upper Vales of the Anduin. Descendants of Beorn.

Beregond: Member of the Tower Guard of Minas Tirith during the War of the Ring.

Bergil: Son of Beregond and a messenger at Minas Tirith during the Battle of Pelennor.

Beshet: Lowest caste of Southron society who are not able to participate in religious ritual or public/civil events (except as servants).

Boromir: Son of Denethor II, the steward of Gondor, and member of the Fellowship of the Ring.

Bruinen: River which flows close to Rivendell; aka Loudwater.

Calenardhon: Hilly plains in the north of Gondor ceded to the Rohirrim in the Third Age, afterwards known as Rohan.

Castamir: Known as 'the Usurper,' Castamir led the rebellion causing Gondor's Kin-strife. His people escaped to Umbar when the civil war ended.

Celeborn: Husband to Galadriel and Lord of Lórien.

Celebrían: Daughter of Celeborn and Galadriel, wife to Elrond, and mother of Elladan, Elrohir, and Arwen.

Celebrimbor: Grandson of Fëanor, Celebrimbor was the leader of the Elves of Eregion and had a large part in the creation of the Rings of Power.

Ceorl: Chief or leader, especially of warriors, antecedent to 'Earl.'

Ciryaher: King of Gondor at whose hands the Haradrim were completely defeated; aka Hyarmendacil.

Coomb: A hollow in a hillside; valley.

Curunír: Elvish name for the Wizard Saruman.

Denethor II: Last ruling Steward of Gondor, father of Faramir and Boromir.

Dernhelm: Assumed name of Éowyn when she accompanied the Muster of Rohan in disguise.

Dol Guldur: Stronghold of Sauron in southern Mirkwood.

Dúnedain: Descendants of the Númenóreans, especially those descended from the followers of Elendil.

Dunharrow: Stronghold of Rohan near Edoras wherein lies the entrance to the Paths of the Dead.

Dunland: Land just west of Rohan; home to the Dunlendings.

Dunlendings: People living in Dunland who are traditional enemies of Rohan.

Eärendil: Legendary mariner who beseeched the Valar to aid Middle-earth in war against Morgoth. Bearer of a Silmaril; now the morning and evening star.

Eärnil I: King of Gondor who first seized Umbar, but who was lost in a storm off the coast after his conquest.

Eärnur: Last king of Gondor, he defeated the Witch-king's army in

Arthedain, but was later lost to the Lord of the Nazgûl in a challenge to single combat.

EASTERLINGS: Any of a large number of tribal groups living in Rhûn who periodically migrate and invade westward into Rhovanion and Gondor, and who are often subject to Sauron.

ECTHELION I: Seventeenth ruling Steward of Gondor, and rebuilder of the White Tower of Minas Anor.

EDAIN: Elven name for Men, most specifically used to denote those houses of Men who aided the Elves in the Wars in Beleriand.

EDORAS: Capital of Rohan, and the seat of its kings.

ELENDIL: Leader of the Faithful of Númenor, who escaped the Downfall with his sons and founded Arnor and Gondor in Middle-earth.

ELESSAR: Name taken by Aragorn when he assumed the kingship of Gondor and Arnor.

ELLADAN: One of the twin sons of Elrond Half-elven.

ELROHIR: One of the twin sons of Elrond Half-elven.

ELROS: Son of Eärendil and brother of Elrond, who founded the Kingdom of Númenor.

ELWING: Daughter of Dior and wife of Eärendil who was transformed into a bird by Ulmo in order to escape the destruction of Sirion. She bore a Silmaril on her breast.

ÉOMER: Nephew of Théoden and King of Rohan after the War of the Ring.

ÉOMUND: Father of Éomer and Éowyn and brother-in-law to Théoden.

EORL: Leader of the Éothéod who founded Rohan.

ÉOTHÉOD: Ancestors of the Rohirrim.

ÉOWYN: Sister of Éomer and slayer of the Witch-king of Angmar.

EREGION: Land in the southeast of Eriador which became a dwelling of the Noldor. Destroyed by Sauron in the Second Age. It was here that the Rings of Power were forged.

ERESTOR: Principal counsellor of Elrond in the late Third Age.

ERIADOR: Name of the region that lies between the Misty Mountains and the Blue Mountains.

ERKENBRAND: Commander of the Westfold during the War of the Ring, and Marshal of the Westmark after it.

ESTEL: One of the names given to Aragorn.

EVENSTAR: One of the names given to Arwen, the Elven version of which is Undómiel.

FANGORN: Elvish name of Treebeard; also the forest in which he lived.

FARAMIR: Brother of Boromir, son of Denethor II, and Prince of Ithilien after the War of the Ring.

FINDUILAS: Wife of Denethor II and mother to Faramir and Boromir.

FINROD: Founder of the first Minas Tirith, in Beleriand, and the delver of Nargothrond. One of the Great Lords of the Noldor in Beleriand.

FORLONG: Known as "the Fat," Lord of Lossarnach before the War of the Ring (he died at the Battle of Pelennor).

FORNOST ERAIN: Military capital of Arthedain which fell to the Witch-king of Angmar; aka Deadman's Dike and Norbury of the Kings.

FRÉALAF: Nephew of Helm Hammerhand and founder of the second line of the Kings of Rohan.

GÁLMÓD: Father of Gríma Wormtongue.

GAMLING: Veteran present at Battle of Helm's Deep.

GILDOR INGLORION: Noldorin Elf of the Wandering Companies.

GILRAEN: Mother of Aragorn II and wife to Arathorn II.

GLORFINDEL: Noldo of Rivendell who spoke the Prophecy of the Witch-king, and helped Frodo evade the Nazgûl at the Ford of Bruinen.

GONDOLIN: Great hidden city of the First Age in Beleriand, and a refuge against Morgoth.

GONDOR: Name of the southern kingdom established by the Elendili after the Downfall of Númenor.

GORGOROTH: Blasted plain in Mordor at the centre of which rises Mount Doom.

GRÍMA: Traitorous counsellor to King Théoden of Rohan.

HÁMA: Captain of the King's Guard at Edoras, and Doorwarden of Meduseld. Died at the Battle of Helm's Deep.

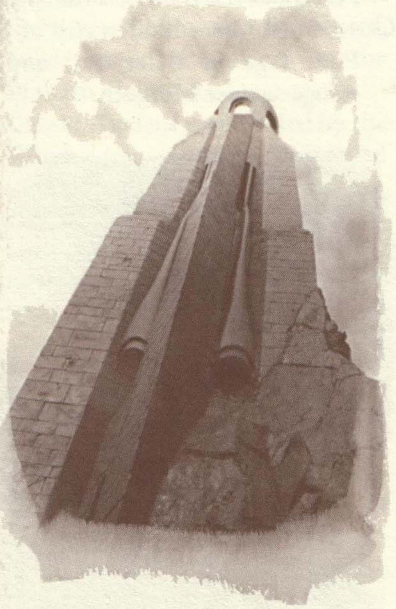
HARAD: Desert lands south of Gondor in which live the Haradrim.

HARADRIM: Tribal people that live in the land of Harad.

HARNOST: Original name of the Gondorian fortress which became known as Helm's Deep.

HARONDOR: Land south of the River Poros and north of the River Harnen.

HARROWDALE: Deep valley running south of Edoras leading to Dunharrow.



HORNBURG: Main tower of Helm's Deep.

HORNROCK: Stone formation upon which the Hornburg stands.

IMLADRIS: Elvish name for Rivendell.

IMRAHIL: Lord and Prince of Dol Amroth.

ISEN: Name given to the river flowing out of Nan Curunír.

ISENGARD: Gondorian fortress at the southern end of the Misty Mountains that guards the Gap of Rohan.

ISILDUR: Eldest son and heir of Elendil.

ITHILIEN: Forested region that lies between the Anduin River and the Mountains of Shadow.

KHAND: Land east of Mordor that has allied itself with Sauron.

KHÄZ-GRAMAZE: Umbarean name for the god of their Sauronic cult, which represents Sauron himself.

LEBENNIN: Region of Gondor which lies between the Anduin and Gilrain Rivers.

LINDON: Land west of the Blue Mountains, and the only surviving part of Beleriand.

LOSSARNACH: Fief of Gondor just southwest of Minas Tirith.

LOTHÍRIEL: Queen to King Éomer of Rohan, and daughter of Prince Imrahil of Dol Amroth.

LOUDWATER: Name given by Men to the Bruinen.

MAIAR: Lesser powers of the Undying Lands.

MAT-P'TAN: Title of the ruler of Umbar.

MEARAS: Race of horses fathered by Felaróf (the mount of Eorl), and said to be descended from the mount of Oromë.

MEDUSELD: Golden Hall at Edoras in which the kings of Rohan hold court.

METHEDRAS: Southernmost peak of the Misty Mountains.

MINAS ANOR: Original name of Minas Tirith.

MINAS ITHIL: Original name of Minas Morgul.

MINAS MORGUL: Abode of the Nazgûl located east across Anduin from Minas Tirith.

MINDOLLUIN: Easternmost peak of the White Mountains.

MIRKWOOD: Great forest of Rhovanion east of Anduin, aka Greenwood the Great.

MITHRIL: Also called truesilver, *mithril* is a wondrous metal that is both very light and extremely strong. It has a bright silvery sheen.

MORDOR: Home of Sauron and his hosts, Mordor lies directly east of Gondor.

MORIA: Elvish name for Khazad-dûm.

MORTHOND: River of Gondor running from Erech to the Ringló River. Also the name of the region in which the river is born.

NAZGÛL: One of the nine kings of Men corrupted by the Nine Rings and turned into deathless servants of Sauron.

NIZ-UMBAR: Great sheltered bay in which the Haven of Umbar is located.

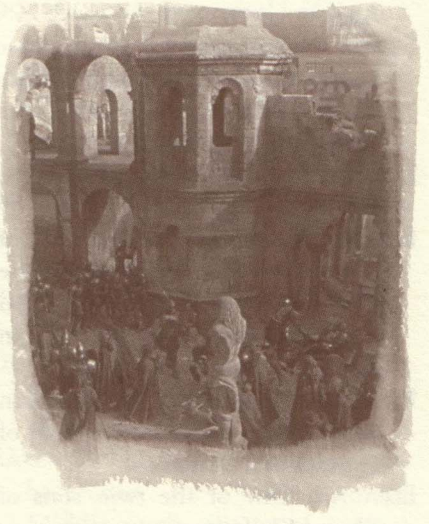
NOLDOR: Elves who followed Finwë as their Lord, and who forsook the Undying Lands to make war on Morgoth for his theft of the Silmarils.

NÚMENOR: Island that was home to the Edain who had helped the Elves in their wars with Morgoth. Also the name of the kingdom that they founded on this island.

ORODRUIN: Elvish name of Mount Doom, the volcano in the midst of Gorgoroth in Mordor where the One Ring was forged by Sauron.

OROMË: Vala known as the Huntsman.

ORTHANC: Black tower and central fortress of Isengard, made of unbreakable stone.



OSGILIATH: Capital of Gondor until the Great Plague in 1640 of the Third Age.

P'TAN: Title of the leader of a House of Umbar, of which there are several.

PALANTÍR: One of seven crystalline stones brought by Elendil to

Middle-earth. They possess the ability to see and communicate over great distances.

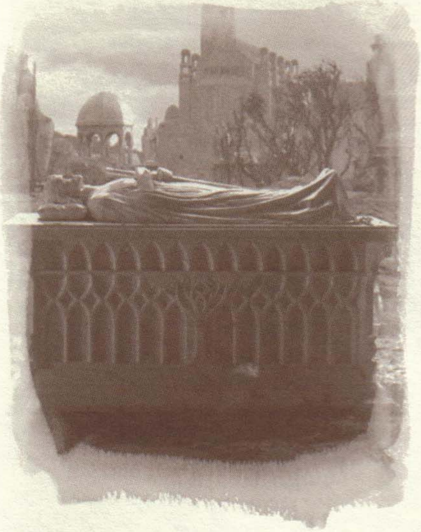
PARTH GALEN: Green meadow at the foot of Amon Hen. This is where the Fellowship of the Ring was broken.

PELARGIR: Greatest and oldest of the ports of Gondor, in Lebennin.

PELENNOR: Townlands and fields spreading outward from Minas Tirith, encircled by the Rammas Echor.

PINNATH GELIN: Hilly uplands north of Anfalas running to the White Mountains in Gondor.

RAMMAS ECHOR: Fortified wall that encircles the Pelennor Fields.



RATH DÍNEN: Place where the Kings and Stewards of Gondor are buried in Minas Tirith.

RHUDAUR: Easternmost of the three successor kingdoms of Arnor.

RIDDERMARK: Name used by the Rohirrim for Rohan.

RINGLÓ: River of Gondor running from north of Morthond to the ancient Elven Haven of Edhellond. Also the name of the wide and fertile valley the river passes through.

ROHIRRIM: People of Rohan, descended from the Éothéod of Eorl.

SARUMAN: First chief of the Wizards in Middle-earth.

SAURON: Maia of Morgoth, and the principal enemy of the Free Peoples in the Second and Third Ages of Middle-earth. Forger and Master of the One Ring.

SHADOWFAX: Mighty steed of Gandalf, and a *mearh*.

SIMBELMYNË: Small white flower growing abundantly on graves and tombs in Rohan.

SNOWBOURN: River of Rohan which flows near to Edoras.

SOUTHRONS: General term for the many peoples who live south of the River Harnen, most especially the men of Harad.

STARKHORN: Mountain rising above Harrowdale in Rohan.

TAN'ASTISH: Title of the commander of the garrison of Umbar.

TANAGEMISH: Title of the admiral of the Fleet of Umbar.

TELCONTAR: Name of the Royal House founded by King Elessar after the War of the Ring.

TELUMEHTAR: King of Gondor who recaptured Umbar in 1810 of the Third Age and destroyed the Corsairs.

THENGEL: Sixteenth King of Rohan and father of Théoden.

THÉODRED: Only son of King Théoden of Rohan; he died in the War of the Ring.

THORONGIL: Name taken by Aragorn when in service to the King of Rohan and the Steward of Gondor before the War of the Ring.

TREEBEARD: Name of the eldest of the Ents of Fangorn Forest.

THRIHYRNE: Name of the mountain looming over Helm's Deep.

TROLLSHAWS: Region of wooded hills west of Rivendell infested with Trolls.

UGLÚK: An Uruk captain of Saruman.

UNDÓMIEL: Name given to Arwen as a symbol of the twilight of her people.

URUK-HAI: Great soldier-Orcs of the Third Age who were able to withstand sunlight.

VALAR: Great spirits who entered Middle-earth at its creation to give it order and to fight the evils of Morgoth.

WARGS: Ferocious and intelligent race of wolves. Sometimes used to describe supernatural creatures that take the form of wolves.

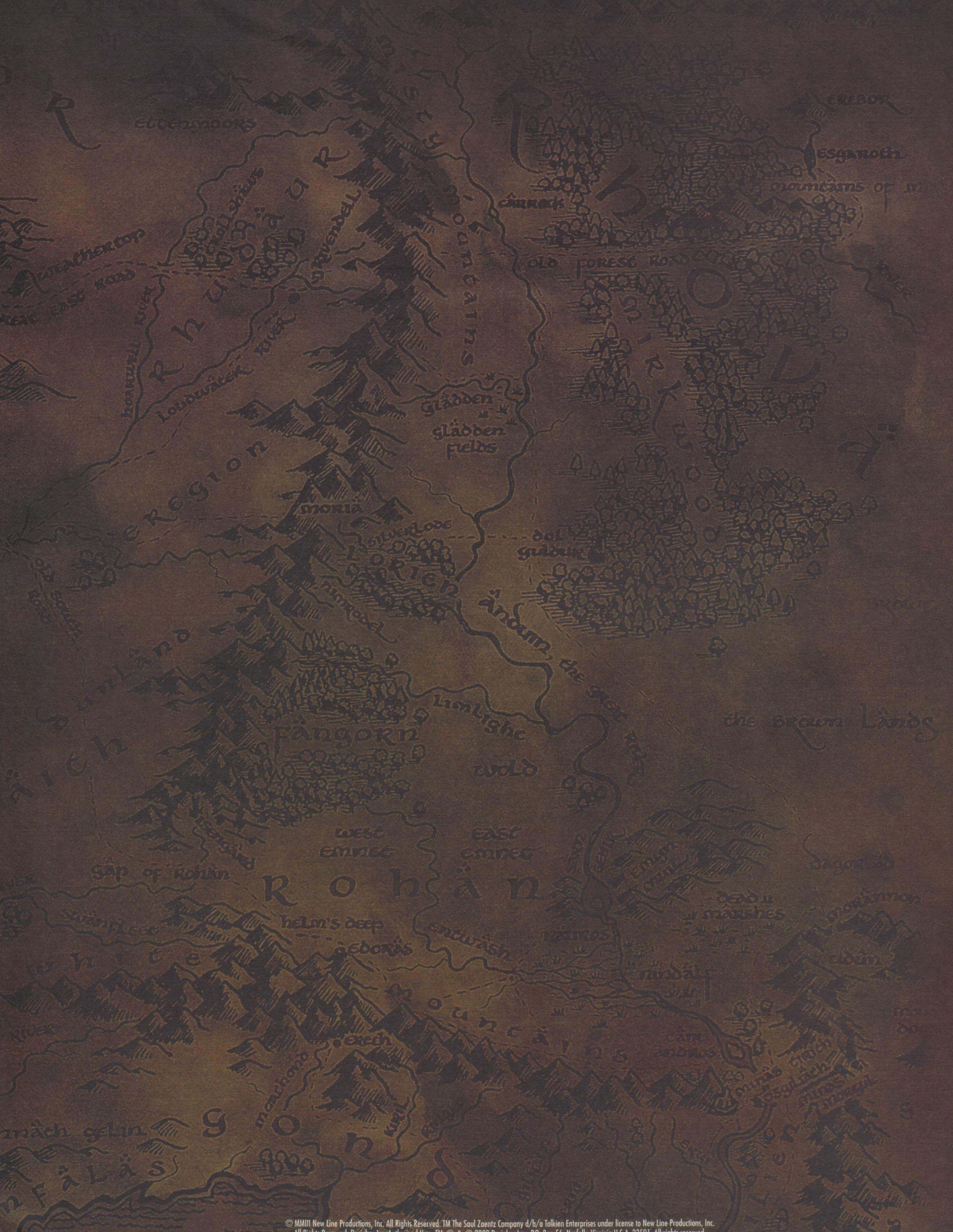
WEATHERTOP: Hill east of Bree and west of Rivendell upon which an ancient fortress' ruins lie.

WESTERNESSE: Westron name for Númenor.

WINGFOOT: Name given to Aragorn by Éomer after Aragorn had crossed Rohan in four days on foot.

WORMTONGUE: Name given to Gríma son of Gálmód by Gandalf after the wizard revealed him for a spy.

ZARÁZISH-EP-ADROST: Southron name for the lands north of the River Harnen.


ettenmoors
Rhudaur
Weathertop
great east road
hoarwell river
loudwater river
trollshaws
rivendell
misty mountains
cārrock
erebor
esgaroth
old forest road
mirkwood
glādden
glādden fields
eregion
moriā
silverlode
lorien
nimrodel
dol guldur
ānduin, the great river
dunlānd
limlight
fāngorn
wold
the brown lānds
isengard
west emnet
east emnet
gap of rohān
rohān
helm's deep
edorās
entwāsh
rauros
emyn muil
dead marshes
dagorlad
udūn
nindālf
white mountains
erech
morthond
kiril
cair andros
minās tirith
osgiliāth
gondor
anfālās

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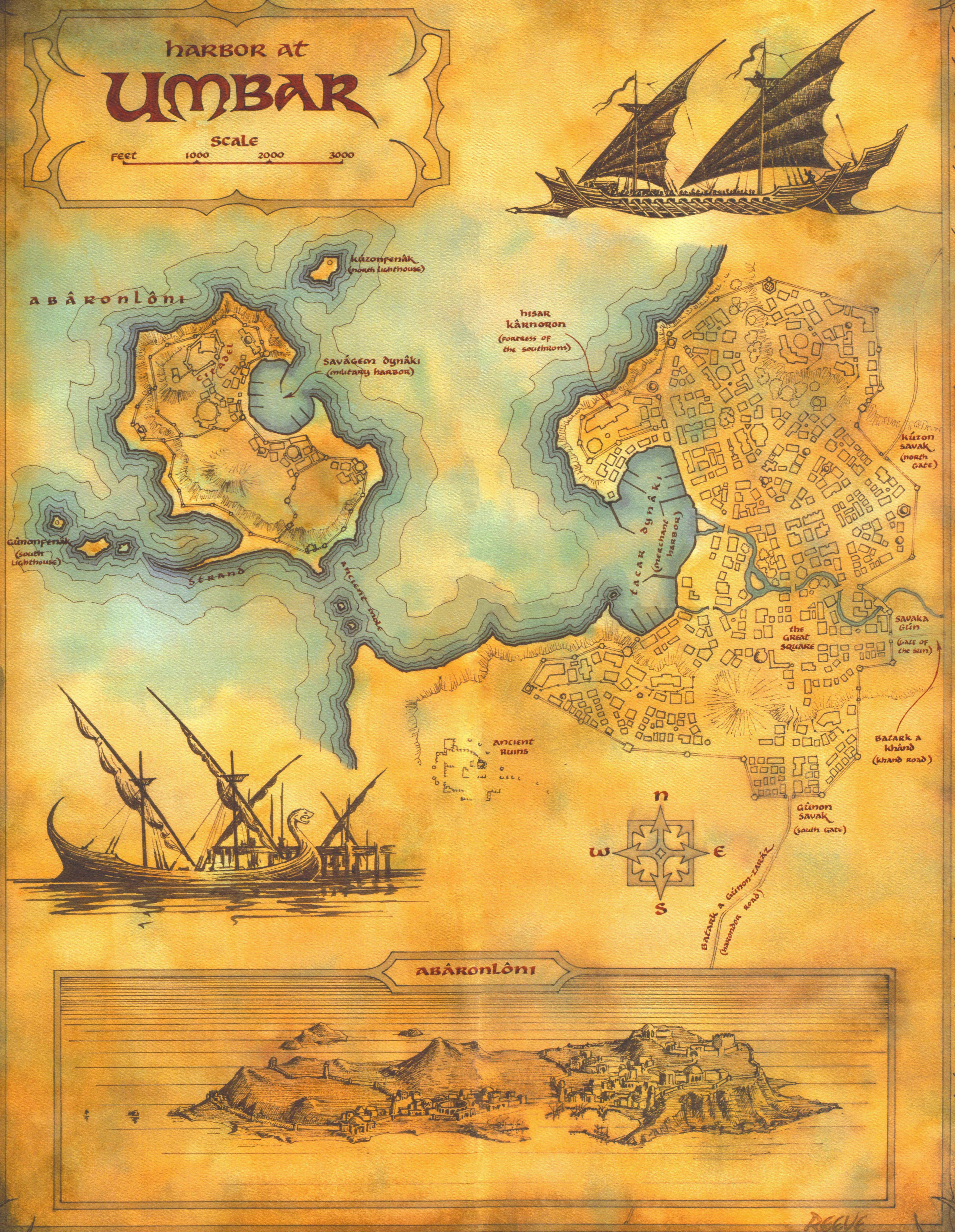
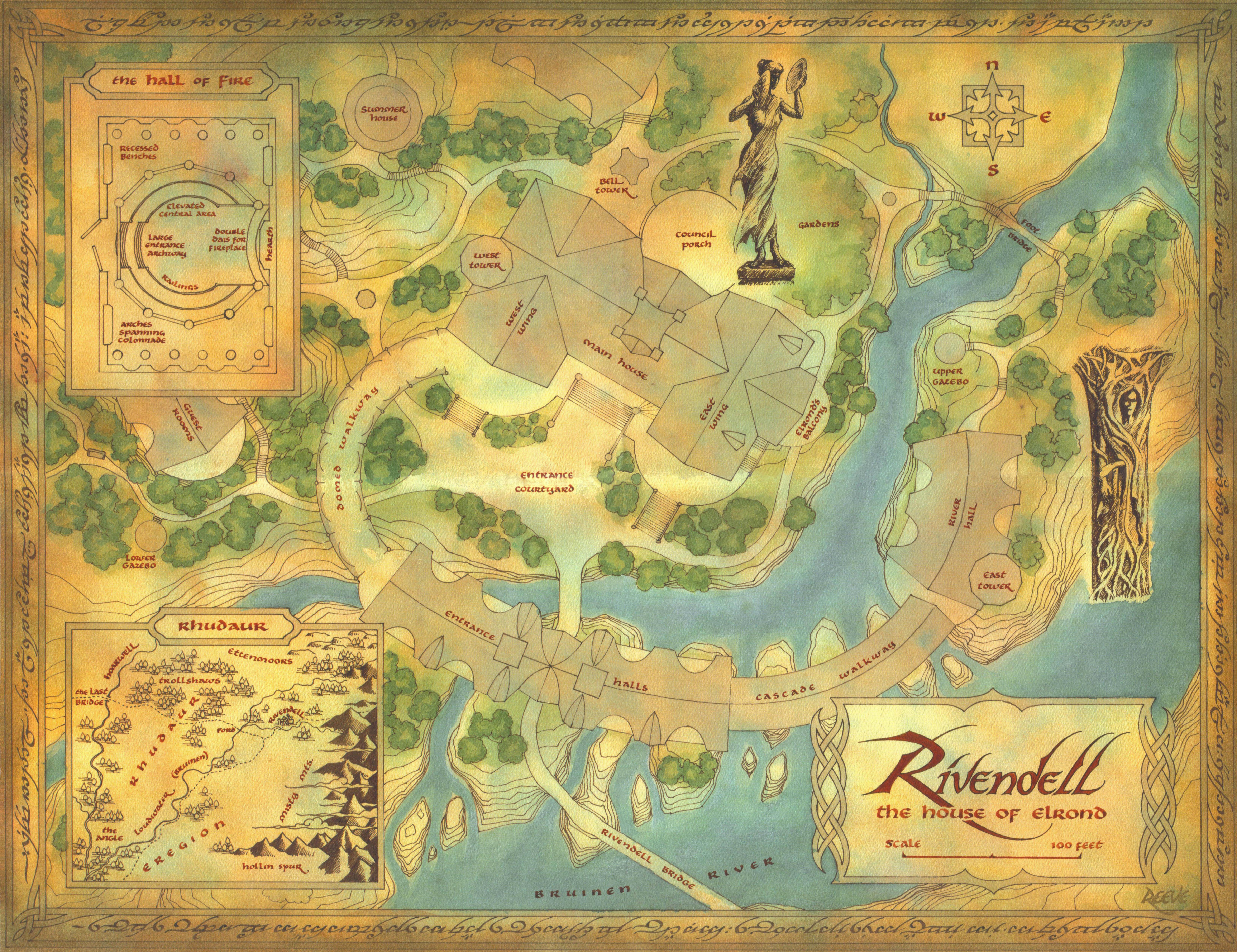
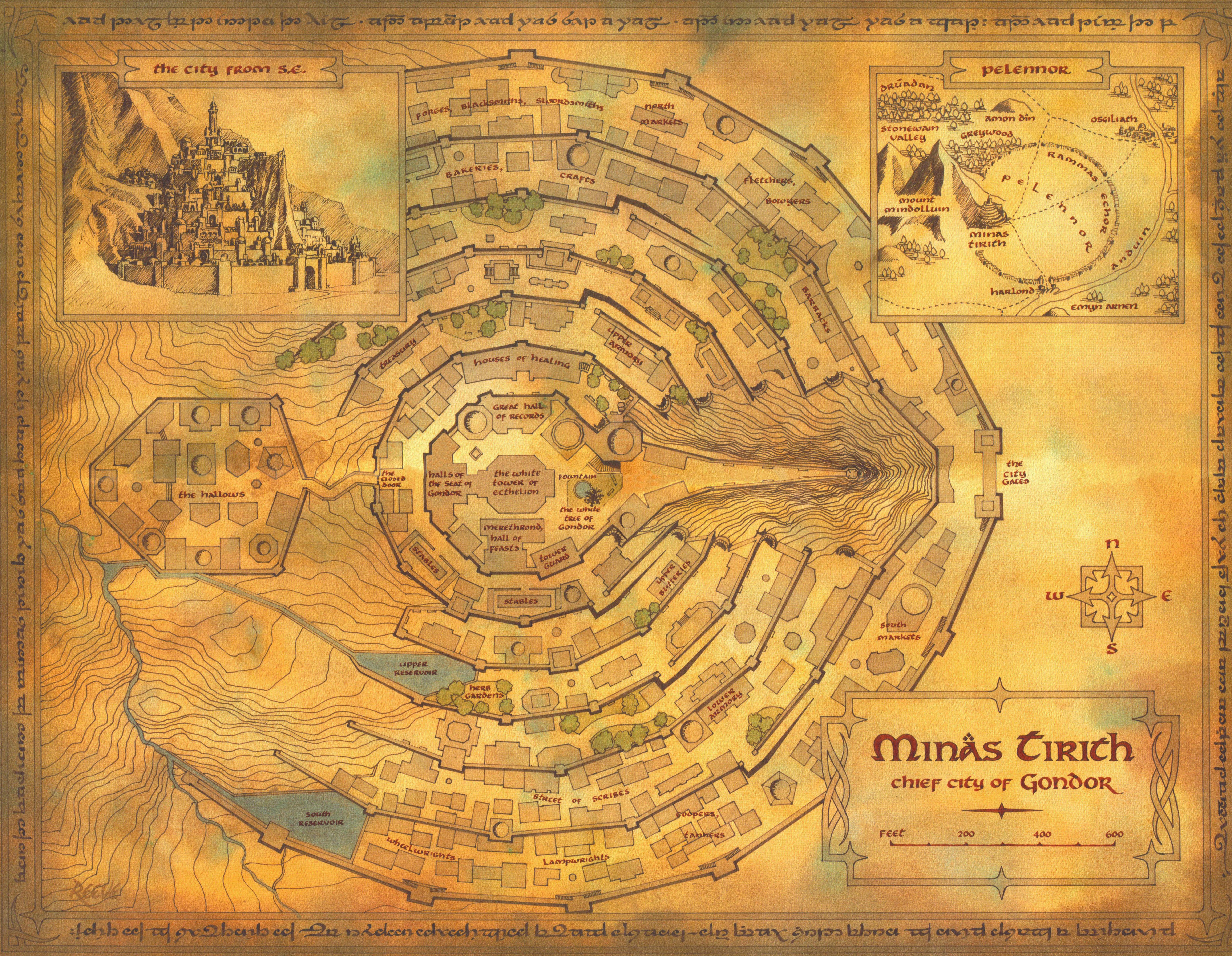
HARBOR AT UMBAR


SCALE
FEET
1000
2000
3000
ABÂRONLÔNI
KÚZONFENÂK
(NORTH LIGHTHOUSE)
CITADEL
SAVÁGEM DYNÂKI
(MILITARY HARBOR)
GÛNONFENÂK
(SOUTH LIGHTHOUSE)
STRAND
ANCIENT MOLE
HISAR KÂRNORON
(FORTRESS OF THE SOUTHRONS)
TACAR DYNÂKI
(MERCHANT HARBOR)
KÚZON SAVAK
(NORTH GATE)
SAVAKA GÚN
(GATE OF THE SUN)
THE GREAT SQUARE
BATARK A KHÂND
(KHAND ROAD)
ANCIENT RUINS
GÛNON SAVAK
(SOUTH GATE)
N
W
E
S
BATARK A GÛNON-ZARÂZ
(HARONDOR ROAD)
ABÂRONLÔNI
REEVE


the hall of fire
Recessed Benches
Elevated central area
Large entrance archway
double dais for fireplace
hearth
Railings
arches spanning colonnade
Summer house
Bell tower
Council porch
Gardens
N
W
E
S
West tower
West wing
Main house
East wing
Elrond's Balcony
Foot bridge
Upper gazebo
Guest Rooms
Domed walkway
Entrance courtyard
River hall
East tower
Lower gazebo
Entrance
halls
Cascade walkway
Rhudaur
Hoarwell
Ettenmoors
Trollshaws
the Last Bridge
Rhudaur
Rivendell
Ford
(Bruinen)
Loudwater
Misty Mts.
the Angle
Eregion
hollin spur
Rivendell Bridge
Bruinen
River
Rivendell
the house of Elrond
Scale
100 feet
Reeve


the city from S.E.
pelennor
drúadan
amon din
osgiliath
stonewain valley
greywood
rammas echor
pelennor
mount mindolluin
minas tirith
anduin
harlond
emyn arnen
forges, blacksmiths, swordsmiths
north markets
bakeries, crafts
fletchers, bowyers
barracks
treasury
upper armory
houses of healing
great hall of records
the closed door
halls of the seat of gondor
the white tower of ecthelion
fountain
the white tree of gondor
merethrond, hall of feasts
tower guard
stables
stables
the hallows
the city gates
upper butteries
south markets
upper reservoir
herb gardens
lower armory
street of scribes
coopers, tanners
south reservoir
wheelwrights
lampwrights
n
w
e
s
Minas Tirith
chief city of Gondor
FEET
200
400
600
REEVE

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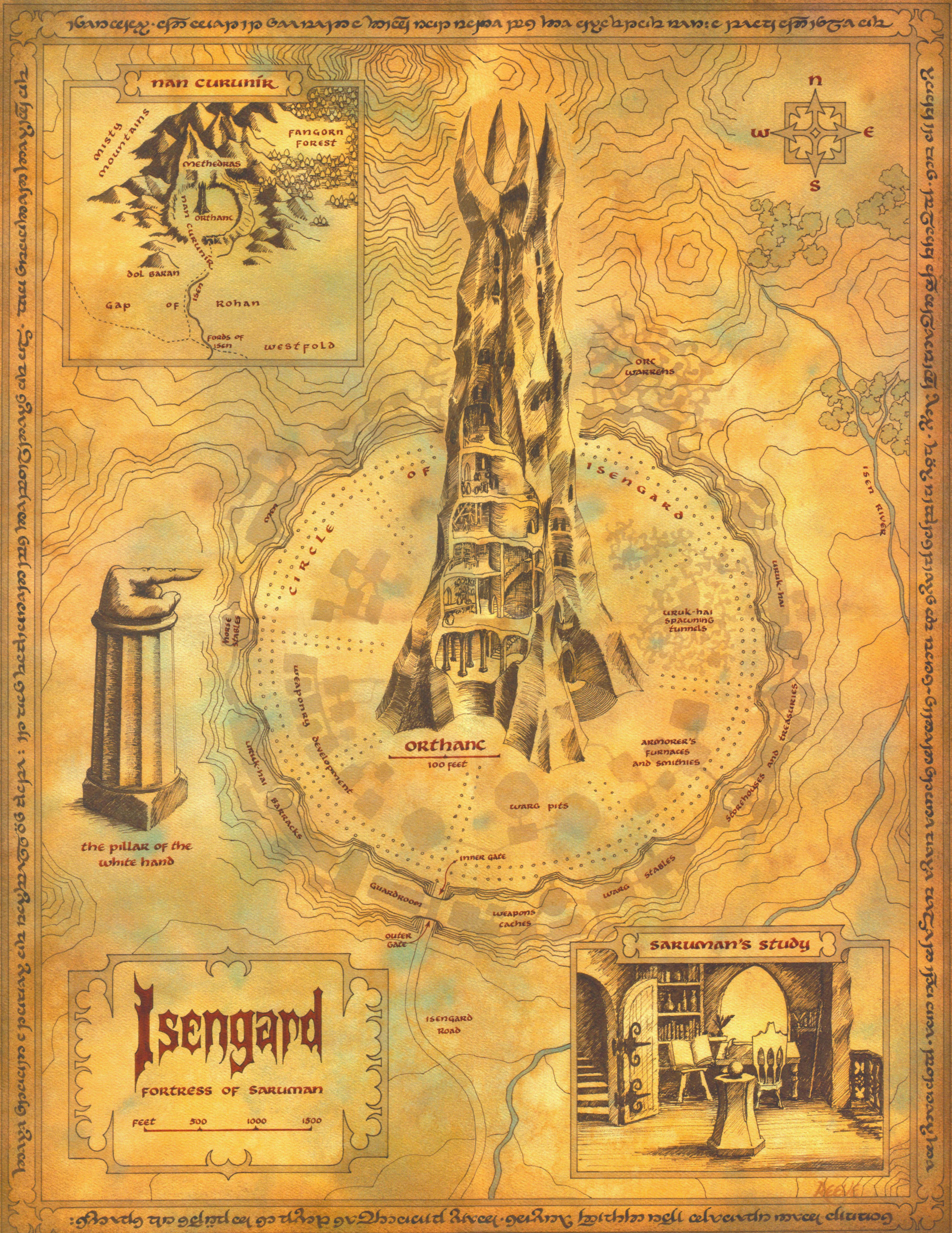
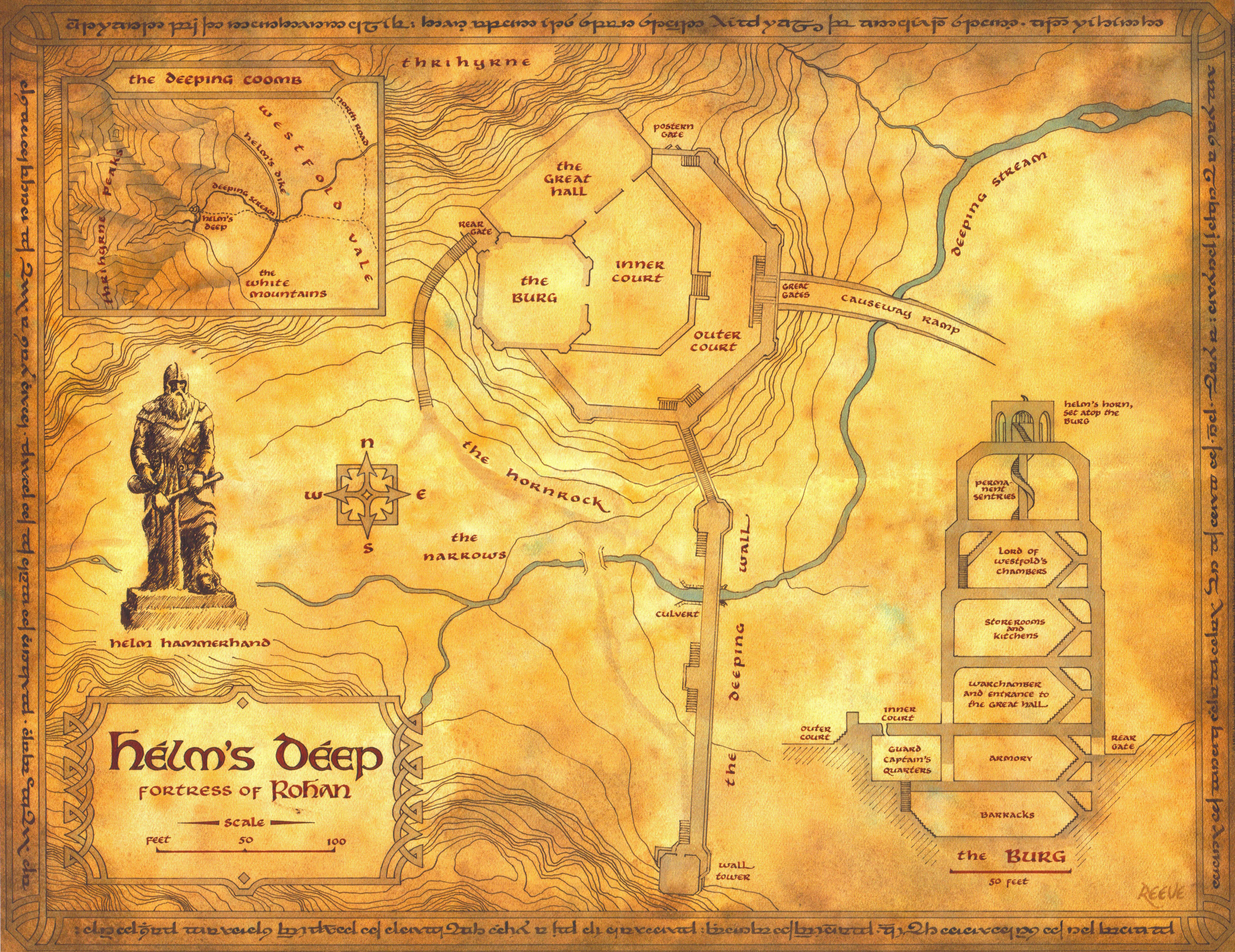
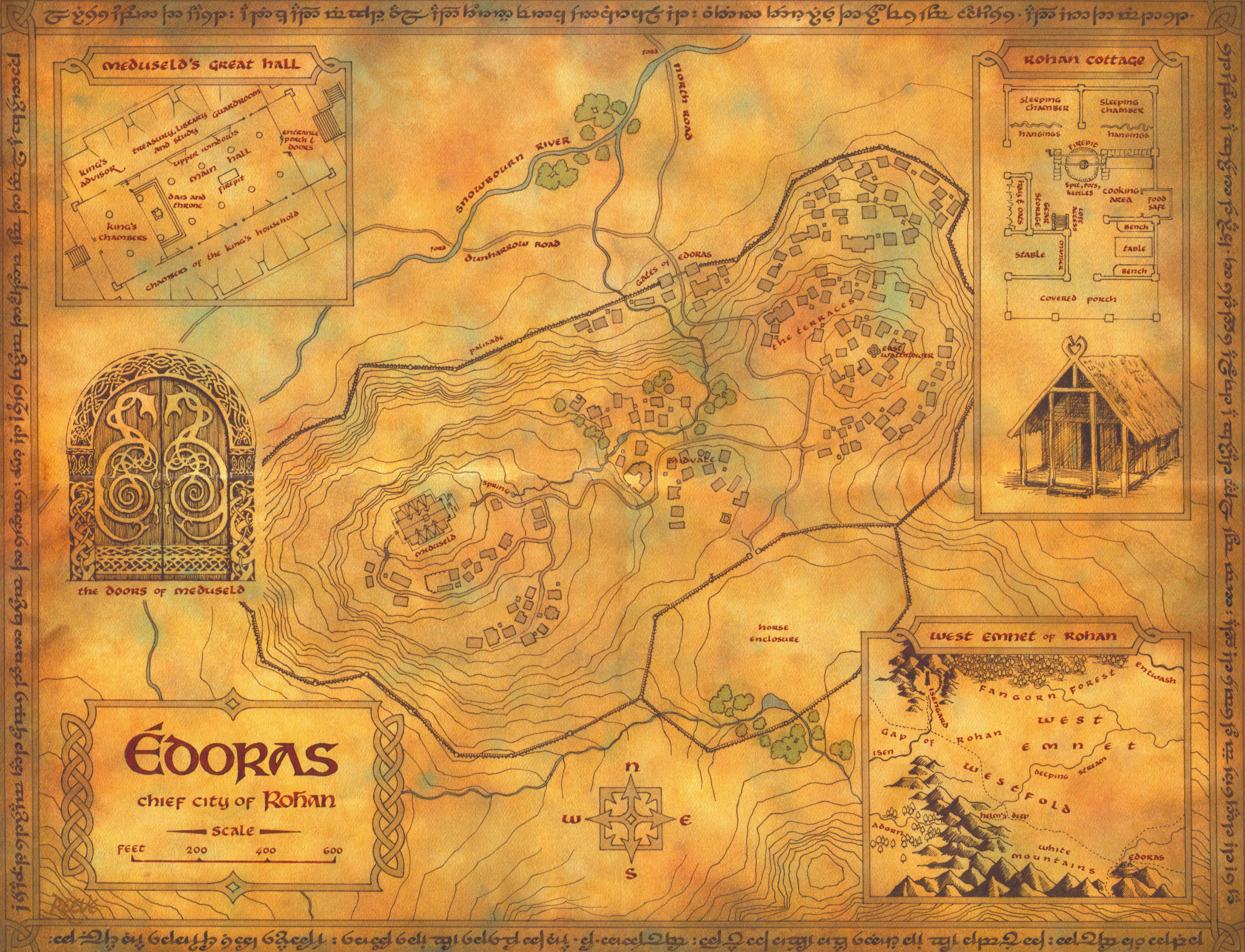

Isengard
Fortress of Saruman
feet
500
1000
1500
Nan Curunír
Misty Mountains
Fangorn Forest
Methedras
Orthanc
Nan Curunír
Dol Baran
Gap of Rohan
Isen
Fords of Isen
Westfold
N
W
E
S
Orc Warrens
Isen River
Circle of Isengard
Uruk-hai
Uruk-hai spawning tunnels
Horse stables
Weaponry development
Orthanc
100 feet
Armorer's furnaces and smithies
Storehouses and treasuries
Uruk-hai barracks
Warg pits
Inner gate
Guardroom
Warg stables
Weapons caches
Outer gate
Isengard Road
the pillar of the white hand
Saruman's study
Reeve


Helm's Deep
Fortress of Rohan
scale
feet 50 100
the Deeping Coomb
westfold
north road
helm's dike
deeping stream
helm's deep
thrihyrne peaks
westfold vale
the white mountains
thrihyrne
postern gate
the great hall
rear gate
the burg
inner court
great gates
causeway ramp
outer court
deeping stream
the hornrock
n
s
w
e
the narrows
culvert
deeping wall
the deeping wall
wall tower
helm hammerhand
helm's horn, set atop the burg
permanent sentries
lord of westfold's chambers
storerooms and kitchens
warchamber and entrance to the great hall
inner court
outer court
rear gate
guard captain's quarters
armory
barracks
the Burg
50 feet
Reeve



ÉDORAS

chief city of Rohan

SCALE
FEET 200 400 600
Meduseld's Great Hall
treasury, library and study
guardroom
entrance porch & doors
upper windows
main hall
King's advisor
firepit
dais and throne
King's chambers
chambers of the king's household
the Doors of Meduseld
Rohan Cottage
sleeping chamber
sleeping chamber
hangings
hangings
firepit
spit, pots, kettles
cooking area
food safe
hay & oats
gear storage
loft access
bench
table
bench
stable
manger
covered porch
West Emnet of Rohan
Fangorn Forest
Entwash
Isengard
Gap of Rohan
Isen
West Emnet
Westfold
deeping stream
helm's deep
Adorn
white mountains
Édoras
ford
North Road
Snowbourn River
ford
Dunharrow Road
Gates of Edoras
ford
palisade
the terraces
East Watchtower
Midvale
spring
Meduseld
horse enclosure
N
W
E
S